THE COMPLETE OFFICIAL GUIDS





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FOREWORD

After three and a half years of development, Metal Gear Solid 4: Guns of the Patriots is finally ready for you to play and I hope you enjoy it. When I created MGS2, I expected it to be the end of the series. When people wanted to experience and understand the game universe more, it created MGS3 – but demand continued and so completion has actually only been achieved now in the fourth of the series. With MGS4, I wrap everything up. Although the game is a story in its own right, it is also the continuation and resolution of everything that came before.

MGS4 is designed to give you, the player, a lot of choices outside of the cinematic sequences, only you decide how the story of the actual game, the "battlefield narrative", evolves. In certain places, you may choose to sneak through a scene or you may wish to get directly involved in each confrontation. Some players may think "How would Snake deal with this?", and then try to remain silent, only disabling opponents when absolutely necessary, as indeed he would. Others might instead look at the number of weapons and gadgets they have found, and decide that fighting the PMC soldiers is the best course of action. The truth is that there is no right or wrong way to play.

The first time you play MGS4, you can only react to events. When something happens, you need to make an instantaneous decision. You never know what the consequence will be, and that holds right up until the story ends. Although completing MGS4 marks the end of the story, it's only the beginning of MGS4 as a game. Once you know where to go, and generally know what to do, that is when you can start experimenting, pushing yourself on harder levels, or searching for secrets and different tactical approaches.

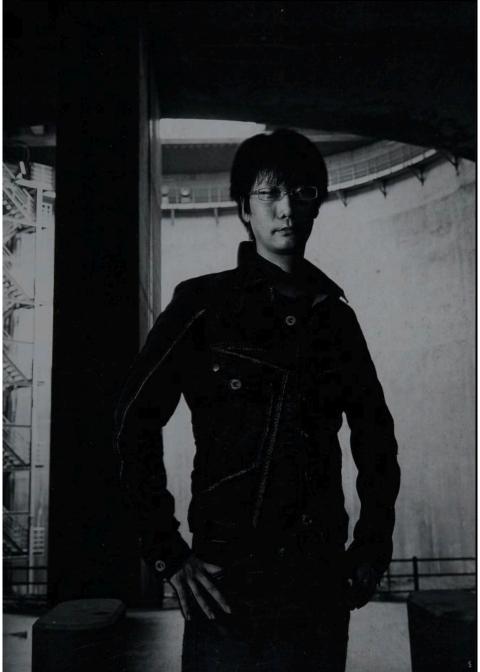
This guide is the result of a collaboration between Piggyback and Kojima Productions. It has been created to enhance your understanding of everything that occurs during Snake's final mission and it has been designed to complement your MGS4 experience. Every effort has been made to help you enjoy the game for yourself, at your own pace and without spoiling any surprises. That's not to say that any secrets have been omitted, rather that the guide has been developed to help you beat and savor the game in the first instance, and then master it thereafter. This respect for both game and player's experience is unique.

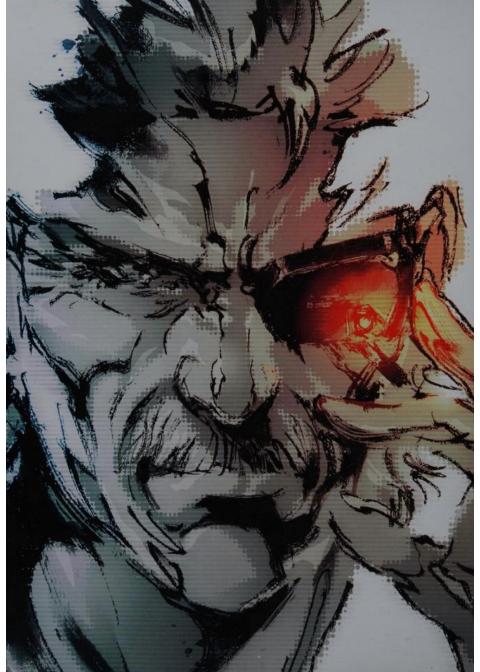
I hope you enjoy my game very much, and that this book helps you to explore and treasure every last moment of it.

Hideo Koilma





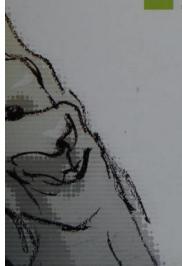




WALKTHROUGH INVENTORY METAL GEAR ONLINE EXTRAS

HOW TO PLAY

The opening moments of *Metal Gear Solid 4* are so spectacular, and confront you with so many new features, that even experienced players may feel somewhat disorientated. The following pages are designed to help you be fully prepared to get started in the best possible fashion. Generally speaking, we've taken great care to avoid any spoilers at this early stage. For this reason, you will find more indepth information on certain topics held back until the relevant point in the Walkthrough.





PLAYSTATION 3 CONTROLLER



COMMAND	MENUS	GAMEPLAY
0	Scroll through menus	Move Snake (press lightly for a slower, quieter pace, firmly for maximum speed
0	Scroll map	Move the camera/crosshairs
0	Scroil through menus	Zoom in and out while using a scope or the Solid Eye's Binos mode; lean slightly left or right in FPS mode (standing/crouching posture only), or whill using Binos
8	Confirm selection; swap weapon in Weapons menu; swap item in Items menu	Crouch (short press); crawl (long press); roll (while running)
0	Back	Reload: disable animation/audio track and skip to next dialogue caption (Codec conversations)
a	Change map viewing angle in pause menu (where available); purchase ammo in Weapons menu	Context-sensitive moves (when @ and action icon appear onscreen); FPS mode (when weapon is drawn); fast-forward Codec conversations
0	Remove weapon in Weapons menu; remove item in Items menu	Toggle Auto Aim on or off (if "Lock-On (Auto Aim) Settings" is fixed to "Or in the Options menu)
R1)	Zoom in on map (where available)	Use weapon (with (1) held); CQC (weapon hoistered)
(R2)	Zoom out on map (where available)	Open in-game Weapons menu
(LI)	View receipt in Drebin's shop Aim weapon	
(L2)	Customize weapon in Weapons menu	Open in-game Items menu
R3	Toggle between current position and objective location on map	Reset camera to forward-facing position; toggle weapon position (with © held; doesn't apply to knife)
0	*	
(START)	Main Menu (at title screen)	Display pause menu; pause cutscenes (select "Skip" to end them); end Codec conversations
(SELECT)		Display controller configuration/activate Codec (if "SELEC) Button Function setting in Options menu is fixed to "Use Codec")
4		

WALKTHROUGH

METAL GEAR ONLINE

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MGS4 PRIMER

ONSCREEN DISPLAY

The following annotated screenshot (Fig. 1) shows a typical gameplay screen.

Life Gauge: Represents Snake's physical Wellbeing. An empty Life Gauge means Game Over.

Psyche Gauge, Stress Percentage: Represents Snake's psychological wellbeing. A diminished Psyche bar and a high Stress percentage will impair Snake's combat ability (particularly in terms of accurately aiming weapons).

Alert Meter: This appears when the enemy has spotted Snake and raised the alarm. The three stages are Alert, Evasion and Caution, with enemy aggression decreasing through each level.

Solid Eye Radar: Only available when the Solid Eye is active, this radar indicates the relative position of all living creatures or vehicles within a fixed radius. The brighter forcide within a circle" centered on Snake's position indicates how much noise he is making. A similar (though smaller) circle appears around moving entities —even incidental faums such as rats and chickens. When the Solid Eye is not active, this display is replaced by a simple compass; the red circle that appears indicates the direction of the next objective.

Camo Percentage: Snake's current level of camouflage; the higher this is, the better. When potential assailants are distracted by current events in a particular area (for example, if PMC triogps are engaged in open combat with local rebel forces), the text is blue. This usually indicates that detection is lass likely. If they are actively scouring the environment for signs of movement, the color is orange – which is your cue to move with greater caution.

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Threat Ring: Indicates the proximity and position of mobile entities (soldiers, vehicles, et al). The higher the "waves", the closer they are.

Weapons Window: Shows the currently selected weapon.

Hems Window: Shows the currently selected item. If this Item is battery powered, the Battery Gauge appears under this window.

Auto Aim: This text is displayed when Auto Aim is active.

Special Action: An icon appears in this area whenever you can press & to parform a context-sensitive action.

Main Menu

The Main Menu (Fig. 2) can be accessed from the title screen by pressing (START). This calls up the following options:



New Game: Choose one of four difficulty levels and start a new game

Load Game: Brings up a list of your saves. As well as a useful illustrative screenshot, you can see the date and time that each file was stored. If you pause for a moment as you highlight an entry, additional details will appear, including the total play time and a short text description of the current story status.

Mission Briefing: This enables you to view any Mission Briefing cutscenes that you have unlocked. You will be prompted to choose a save file after selecting this option. If you chose not to load a file, only the Mission 1 Briefing will be available.

Options: Use this to customize and configure MGS4 to suit your preferences. Most of the settings are fairly self-explanatory, with a help message at the bottom of the screen offering useful guidance. As far as gameplay is concerned, you'll find the most pertinent options on the Controls page.

Photo Album: Use this option to view photographs taken with the Camera once you find it. We cover this in greater detail in the Extras chapter, but we strongly recommend that you don't visit that chapter until you have finished your first playthrough - it's packed with extremely serious spoilers.

Virtual Range: A virtual reality training area where you can practice using weapons, items and Snake's many moves against passive target dummies - including EQC techniques. Select "Start with saved data" to enjoy access to all the weapons and items you have acquired in a saved file, or "Start without saved data" to begin with a very basic collection of standard weapon types.

Metal Gear Online: The multiplayer game. Our dedicated MGO chapter begins on page 132.

Extras: Again, this is covered in our spoiler-laden Extras chapter, and isn't something that you should worry about until you have completed MGS4 for the first time.



Pause Menu

You can call up the pause menu (Fig. 3) by pressing START during play. This screen features an interactive map (with helpful onscreen control tips), with details



on current weather, temperature and wind strength located in the top right-hand corner. Note that some menu options only appear once you reach a particular point in Act 1.

Codec: Access the Codec screen. You can use this to reach Otacon at any time for advice - simply select his frequency with . then press & to establish contact. Additional Codec correspondents are added as the story progresses, and you should feel free to experiment with random channels (it's something of a Metal Gear tradition).

Weapons: This is where you can select the weapons accessible from the in-game R2 menu. Simply choose a weapon in the central window (use O to cycle through the available categories), and then assign it to a slot in the left-hand panel. You can equip up to five weapons simultaneously. The currently highlighted object appears in the right-hand side window, along with useful statistics such as weight and ammo capacity. You will also notice a series of icons that rate firearms and grenades in six categories. "S" is the best, with the subsequent ranks descending from "A" to "E". Press (1) to view background information on a highlighted weapon; once you gain access to Drebin's Shop, you can also use 12 to customize firearms, and (a) to ourchase additional ammunition.

Items: The Items menu works in the same way as the Weapons menu. Select an item from the central window, and simply equip it in one of the eight available slots. Press (L1) to read additional information in the Viewer

Camouflage: The Camouflage screen enables you to change the settings of the Sneaking Suit, and equip Command Vests, special disguises and outfits. Leaving the OctoCamo on Automatic mode is the best option to begin with; the Manual mode is best left to a second playthrough. Refer to page 20 for more on this subject.

Drebin's Shop: Enter Drebin's Shop to buy weapons, upgrades and ammo. Shopping there is easy - just use ○ to highlight an object, then ⊗ to bring up the purchase window. Drebin's Shop is explained in the Walkthrough chapter.

Briefing: A presentation of the many moves available to Snake, with illustrative diagrams designed to help you visualize each action. This also covers gadgets such as Metal Gear Mk. II.

Options: This menu is functionally identical to its equivalent found at the Main Menu.

Save: Use this option to store your progress. Metal Gear Solid 4 uses a checkpoint system - look out for the onscreen prompts that appear when you reach them. When you save your game, only your progress up to the last checkpoint is recorded

META/GEARSO/ID4

CATEGORY	MOVE	BUTTON COMMAND	NOTES
	Walk/Run	0	Titt slightly to creep, more firmly to run.
	Crouch/Crawl	*	From a standing position, up & once to crouch, and hold it to be down. While crouching, tap & once to stand or hold it to be down. While prone, tap & once to crouch, hold it to stand up.
Movement	Crawl	0	Tilt slightly to creep at the slowest possible pace, and more firmly to crawl with greater purpose.
	Crouch-walk	0	Tilt slightly to creep, more firmly to run.
	Move camera	0	Move the camera around freely with © .
	Roll forward	8	Press & when running to roll. Hold the button while rolling to drop to a crawl.
	Roll and drop	⊗ (hold)	Press and hold & while running to roll and drop to a crawl.
Roll	Roll to the side	⑤ (hold) + ❸ + ⊗	Hold (II) and tit (8 in the required direction, then instantly press (8) to execute a side roll. Do the same from a prone position to roll on the ground.
	Roll over	A	Tap @ once when Snake is prone to make him roll over, and again to make him roll back.
	Grip edges	A	Press @ when close to gaps to hang over the edge.
	Shirmmy	0	While hanging, shimmy left or right with 6.
Suspension	Drop down	8	Drop down from a ledge by pressing ⊗.
	Grab ledges	•	When falling, grab ledges or ladders by gressing .
	Climb up	a	To climb back up, press & while hanging.
	Press against wall	•	Face a surface and use @ to press against it. Press @ again to move away.
	Walk along	0	While pressing against a wall, walk along it with 8.
Wall Press	Peek	0	When you reach the end of a surface, hold $oldsymbol{\Theta}$ in the appropriate direction to peek. You can then open fire normally.
	Jump-out shot	(hold) + (L1) (hold) + (R1)	While peeking, hold 🖾 to aim and press 🕅 to open fire.
	Shoot	60 (hold) + 60	To attack with a weapon, press (LB) to aim (or simply ready it with Auto Aim active), then (LB) to fire. With thrown objects such as grerades, hold (LB) and use (O) to position the targeting circle, then press (RB) to throw.
	Manual Aim	0	Use O to aim.
	Switch shoulder view	6	White airning manually, press 🔞 to shift the position of the weapon in Snake's hands and move the camera position to the opposite shoulder.
ttack	Aim mode	0	Press @ to toggle Auto Aim on and off (only if the "Lock-On (Auto Aim) Settings" option is set to "On").
	Change scope	(hold) + (a), then up or down on (C)	While in FPS mode wielding a weapon with a scope, press up or down on O to change the magnification.
	Reload	0	Press © to reload.
	FPS mode	(□) (hold) + ⊗	Press & white aiming to switch to first person view. Snake is free to move in this mode, but his speed is greatly reduced.
	Lean (FPS mode only)	0,0	Lean slightly to the left and right.
	Throw	8 + (El) (hold)	Press ® towards the target and press and hold ® to throw them to the ground for an instant KO.
	Grab	(B3) (hold)	Grab the target by pressing and holding ®3 when close to them.
	Disarm	® (hold)+®	Press 🖲 again just as you grab a target to knock their weapon away from them.
cac	Restrain	(R) (hold longer)	Continuing to hold (BB after you grab someone will restrain the target if you have a one- handed weapon. With a two-handed weapon, Snake will knock the target backwards.
	Choke	(hold longer), then (R)	After first grabbing an opponent, press (RE) again to choke your victim and KO them.
	Restrain and throw Restrain to the ground	RB, then S + RB (hold) RB, then S + RB (hold) (crouching)	After restraining your target, press ® while titting @ to throw them to the ground. If you move to a crouching position while restraining a target, use this move to force them
			to the ground and smother them.
	Finish off Shield	R3 (hold longer), then A3	After restraining your target, press ② to slit their throat. After restraining a target, press ③ to use them as a human shield and aim your weapon.
	Knock on wall	A, then (B)	You can then press IED to fire. While pressing against a wall, use IED to knock and attract attention.
Distraction	Throw empty Magazine	(hold) + (f)	These empty ammo clips are thrown in the same way as grenades. Remember to aim them at the position you would like your target to investigate.
	Play dead	•	Hold @ when Snake is prone, or simply don't move after being stunned by an attack.
	Place a Playboy/ Emotion Mag	(hold) + (fi)	Hold (1) and (8) to open the publication, then tap (2) to flip through the pages. Release both shoulder buttons to place it on the ground.
Equipment	Collect items/equipment	0	Simply move over items to pick them up, unless you have your full quota for that item.
	Select item	(hold), O	Hold (12) and use O to scroll through the available items, then release the button to make your selection.
	Select weapon	(R2 (hold), O	Hold (2) and use Q to scroll through the available weapons, then release the button to make your selection.
	Steal items	(hold then release)	By picking up a (dead or unconscious) body then releasing it, you can sometimes obtain an item
	Hold up	(I)	Creep up behind a target's back and press (CI).
	Body search	(I), then @	When you hold up a target, move to the front and press to execute a body search. Pres to again when the onscreen prompts appear to find items.
Gadgets	Activate OctoCamo	4 - 310	Lie motioniess for a second while prone or pressed against a wall to blend in with your surroundings.
	Activate Threat Ring		Lie motionless while prone or crouched to activate the Threat Ring. The Threat Ring will remain active if you crawl, or crouch-walk slowly.
	Palld Frie	D + 0	Select the Solid Eye in the Items menu (hold (2)), and use the (3), (4) and (5) buttons to
	Solid Eye	B+0	select its three operating modes.

WALKTHROUGH

METAL GEAR ONLINE EXTRAS

CONTROLS

MGS4 PRIMER

DIFFICULTY LEVELS

There are four difficulty levels in MGS4. Your choice is made when you first select the New Game option (Fig. 4).

Liquid Easy is the lowest setting, and should be used by complete beginners who have not previously played an action game, or who lack confidence in their ability. This is a great way to practice before taking the step up to a higher difficulty level.

Naked Normal is a natural progression from Easy, It's challenging, but won't hamper your enjoyment of the game by making things too difficult or frustrating. A good first choice for anyone not too familiar with the Metal Gear Solid games.

Solid Normal is the default difficulty level. It's the perfect setting for your first playthrough if you've finished all previous *MGS* games, and relish a stem test of your gaming provess.

Big Boss Hard makes everything much more difficult. To complete the game at this level you will need both a very good understanding of MGS4's gameplay, as well as a solid knowledge of enemy behavior. In this mode, you will almost always need to favor steatth over action. An excellent choice if you want to increase the challenge on a second playthrough.



Generally speaking, as the difficulty level increases:

- · There may be fewer items available to collect.
- · Soldiers (both friendly and hostile) tend to drop fewer items.
- The stocks of items you can carry at once become smaller.
- The total ammo you can carry is significantly reduced.
- Enemies become more accurate and inflict greater damage, and conversely Snake inflicts less damage on them.
- . Enemies become more watchful, and generally tougher.



CONTROLS

Forget PMC troops, and other battlefield hazards: your first conflict in Metal Gear Solid 4 will be between you and your fingers. Mastering basic commands and camera control may take a few hours or so, depending on your gaming ability, but acquiring an all-encompassing appreciation of its numerous (and entirely optional) special moves and techniques will take far longer. Don't be intimidated, though: with a little patience and preparation, you can avoid unnecessary frustration. We know that you're itching to dive feel-first into the action, but reading the following introductory guide before you start will be a purposeful and practical first step.

SNAKE'S CONTROLS

Movement

For optimum stealth, fill • lightly while grone to crawl at the slowest pace, which — unlike other movement speeds — does not reduce your Camo rating. Till the stick further to move at a more practical speed, but note that your rative visibility will increase as a consequence. Typically, you can expect a 10% reduction in your Camo percentage. Crawling has another (rather less obvious) function: it enables Snake to safely defuse and collect primed explosives, such as Claymores.

CROUCH / CROUCH-WALK



WALK / RUN / CREEF



To roll, press & when running, hold & while rolling to drop to a crawl. This delt tumble can be used to cross small gaps, and to roll over low obstructions. It's particularly useful if you need to move down a flight of stairs quickly, or to drop down from a ledge. Naturally, it's also an effective evasive maneuver during firefights.

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explain any necessary usage instructions. As a rule, objects that restore Health or Psyche must be activated with while the menu is active; others, such as gadgets like the Solid Eye, become operational when you release to return to the game. You can only have one "active" item during play.







To execute a side roll (Fig. 1), hold ① and till ① left or right, then immediately press ②. If you do this from a prone position, Snake will roll on the ground.

To make Snake flip onto his back, press @ when he's lying on his stornach, press the button again to return to the standard crawling position. This is particularly handy when you need to use a weapon at short notice. If you quickly rotate the camera to face an adversary, pressing @ to aim the weapon will cause Snake to rapidly swing around for a clear shot. You can also throw grenades when in this posture.

Though there are few occasions where you will need to use it, press 🊳 to grab a nearby ledge or ladder as Snake is falling. Usually, if you walk slowly over an edge, the veteran solider will perform this automatically. Shimmy left and right with 💽 press 🛞 to drop down (you should attempt to land on an enemy at least once), or press 🚳 to hauf yourself back up if there is sufficient floor space above.

Another key sneaking move is the Wall Press. Face a wall and press @ to push Snake's body against it. With OctoCamo active, using the Wall Press makes you blend in with your surroundings (after a short pause to enable the suit to adjust, of course). While pressed against a wall, you can walk along it and take a peek when you reach an opening with . To move out and line up a shot, hold ...

Using Items

To use an item, you must first ensure that the required object has been assigned to one of eight available slots (pause menu → Items). Hold €2 to temporarily pause the action, and use ♦ or ● to cycle through the list (Fig. 2). Pay attention to the onscreen tips – these usually

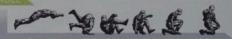
LIE PRONE / CRAWL / SCOUT-CRAWL



PLAY DEAD



-1-1-1



SIDE BOLL (PRONE)



SIDE ROLL (STANDING)



KNOCK ON WALL



SWIM















Using Weapons

As with items, you need to first assign a weapon to one of five available slots (pause menu - Weapons) before you can equip it. To change a weapon, hold down (R2) and scroll through the available options with O or 6. Release 120 to make your choice and return to the game. Hold (1) to aim and press (R1) to fire. Reload with (0)

Holding (1) will bring up a target reticule, and move the camera view behind Snake's shoulder; use @ to aim. Note that you can switch the position of the weapon in Snake's hands and move the camera to the opposite shoulder by pressing R3 (Fig. 3). This is extremely useful when firing from behind cover. Activate FPS Mode with A for greater accuracy, or to use a scope if a weapon is equipped with one. You can move freely in FPS Mode, but Snake's speed is vastly reduced. You can also press O & O to lean slightly to the left or right in FPS Mode, and O & O to use a scope's zoom function. Some weapons have a variety of firing modes (including single-bullet, burst and full-auto). You can activate these while the weapons window is onscreen - just follow the onscreen instructions.



As well as guns, you have plenty of other weapons at your disposal via the Weapons menu. These include grenades, which you aim by pressing (1) and throw with (8). Other "weapons" that you will find include men's publications such as Playboy, which can be used to distract guards, Claymore anti-personnel mines, and empty magazines which can be thrown to create noise.

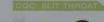
Many weapons can be customized with a variety of accessories once the Drebin's Shop option becomes available in the pause menu. We explain how this can be achieved in the relevant section of the Act 1 walkthrough,

If "Lock-On (Auto Aim) Settings" is set to "On" at the Options screen, you can press @ during play to toggle between Manual Aim and Auto Aim. When Auto Aim is active, a notification appears above Snake's head.

Auto Aim, as its name suggests, causes Snake to automatically target hostile. combatants when (a) is held. A red circle will appear to indicate where he is aiming; on human assailants, this will be the subject's torso. You can switch between multiple targets with . Should a target move behind cover, the lock-on-

Though undoubtedly handy when you face numerous opponents at once, Auto Aim is a feature that we advise you to use sparingly. Its principle weakness is that it does not allow you to target weak spots - for example, the head. This can be a massive problem on the Solid Normal and Big Boss Hard difficulty settings, where your adversaries can withstand much greater damage to the body area before falling. Manual Aim may be tricky to get to grips with at first, but we guarantee that you'll

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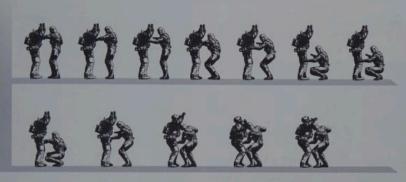


WALKTHROUGH INVENTORY METAL GEAR ONLINE EXTRAS

BASICS

MGS4 PRIMER





E CQC

Close Quarters Combat (CQC) moves can be used to silently take down your opponents, disarm them, or even use them as human shields (Fig. 4), CQC can only be performed in close proximity to a target, and the options available to you depend on your currently equipped weapon. To enjoy the full range, equip a pistol; with a two-handed weapon, your choices are seriously limited. You can refer to our Moves List table on page 11 or consult the in-game Briefing option to learn the necessary button commands.

Mastering CQC takes a little effort, with the delicate positioning and timing being something that most players will need to practice. The Virtual Range is the perfect place to begin, though there's no reason you can't start a new game on a lower difficulty level and hone your provess in a "live" combat situation. Note that CQC cannot be performed when certain weapons are equipped. Look for the red CQC text above a weapon icon in the bottom right-hand corner before you attempt it.



COC SHIELD





METAL GEAR MK.II





CAMERA CONTROLS

The wide variety of camera options available to you in MGS4 is one of the features that mark it as a great leap forward over previous installments. In the standard Third Person View, you have complete control over the camera angle with **②**. Additionally, you can also opt to move around in FPS Mode — simply hold **③** and **③** (Fig. 5)

Other custom viewpoints include Corner View and Intrusion View. Corner View will kick in automatically during a Wall Press when you reach an opening or the end of a surface and continue tilling.

In the same direction, enabling you to peek around corners and fire from behind cover. Intrusion View gives you a dynamic first person viewpoint when Snake is swimming underwater or crawling through air ducts.



MGS4 PRIMER

The discrientation you feel at the start of *Metal Gear Solid 4* can be quite daunting. Though previous *MGS* players will be able to draw on prior experience, players less familiar with the "Steatth Action" gameplay philosophy should resist the urge to go in with all guns blazing. Try to muscle your way through even the early stages of Act 1, and you'll soon be staring blankly at the "Game Over" screen, wondering what exactly you did wrong. The acroser to that question, of course, will be a point-blank: "Everything."

If you want to succeed, you must remember the golden rule of MGS a smart Snake is a steatity Snake, As you make progress, you'll realize how much more complex MGS4's gameplay is than previous installments, and that the tactical options available to you are incredibly varied. This section is designed to help shape and inform the many decisions you will make during play, and give you a broader understanding and appreciation of how Kojima-san's masterpiece works.

GAUGE MANAGEMENT

There are four pauges that you will need to watch constantly, whether sneaking through patrol lines or engaged in frenzied combat. You'll find that judicious management of these gauges will help you to preserve precious resources, such as Rations, as well as ensure that Snake is at peak condition for each challenge he laces.

Life Gauge

Snake's Life Gauge is the thicker bar in the top left-hand corner of the screen. When it's empty, it's Game Over — as simple as that. Even if you don't regularly check the meter, you'll soon notice when Snake is alling; the lower his Life Gauge is, the more signs of physical distress he'll exhibit. The gauge will start blinking when reduced to the 25% mark or below (Fig. 1); you'll also hear a distinct warning tone.



Keeping the Life Gauge topped up is therefore vital, but it's just as important not to panic and keep filling the gauge unnecessarily with precious items. Though you can replenish it with healing objects such as Rations and Noodles, you should take care not to waste them - especially on higher difficulty levels. Using a Ration when Snake's Life Gauge is 80% full, for example, is plain foolish. You usually don't need to even think about refilling the gauge until it drops below 25%. During boss fights or difficult skirmishes, you should instead equip Rations, Noodles or Regain and position them as an "active" item. Once Snake's health reaches zero, these will be automatically used until your stocks are exhausted.

One other method of restoring Snake's health is simply to find a safe hiding place and let him stand still. After a few seconds the Life Gauge will slowly start to creep back up. If you crouch or go prone, it will refill more quickly. If you have good cover, you'll find that this even works during boss battles. This can be a great way of refilling your Life Gauge for free - essential when playing on a high difficulty level. Note that recovery speed depends on the condition of Snake's other main gauge, the Psyche Gauge: the higher the Psyche Gauge, the quicker the Life Gauge refills. (Incidentally, if you have an extended break from playing MGS4 that lasts for more than 24 hours. you may notice that Snake's Life and Psyche gauges are refilled by 20% per day. It's hardly necessary, but a nice touch nonetheless.)

Psyche Gauge

The Psyche Gauge is situated directly below the Life Gauge, appearing as four separate blocks. This represents Snake's psychological wellbeing. which has a direct effect on his performance. Essentially, the more stressed Snake is, the less effective he becomes. Keeping him as calm and focused as possible should be your main goal in terms of managing this meter.

The Psyche Gauge can be refilled with certain healing items, such as Noodles: dedicated Psyche-related objects such as the Compress do not directly refill the gauge, but instead temporarily increase the speed at which It is replenished. Clgs can also be equipped to regain Psyche, but to the detriment of the Life Gauge.

As with the Life Gauge, the Psyche Gauge can also be refilled simply by staying still, and more quickly by crouching or going prone. The better Snake feets generally (not too cold, hot, wet, dirty, or overloaded) the faster his Psyche will replenish. You can tell when he's not feeling great by observing his behavior or murmurs of discontent - if he starts feeling his age, it's usually a direct sign that something is wrong. Finding solutions to assuage these symptoms is usually just a matter of common sense. If Snake is freezing in cold water for instance, get him out of there; if he's overheating in direct sunlight, find some shade where he can cool down.

One of the major effects of a low Psyche Gauge is that it will severely hamper Snake's ability to aim accurately. The more stressed and hyped up he is, the more his aim will be impaired; this can have a particularly detrimental effect when he's using a sniper rifle. Try using a scope when Snake is overanxious and you'll see how his unsteady hands make it thoroughly difficult to make a clean headshot. The Pentazemin Item can be used to temporarily improve his marksmanship when required, but preventative maintenance is always better.

The Psyche Gauge is affected by Snake's Stress level, which is depicted by a number that appears underneath it. If Snake is sweltering in a hot, evil-smelling location, or alternatively shivering in a freezing location, his Stress level will rise. He will also become stressed if his equipment is too heavy (over 70 kg), or during an Alert phase. When Snake's Stress level exceeds 50%, the display will turn red and he will begin to lose Psyche. As his Stress rating continues to increase, his Psyche will diminish at a great

rate. However, as long Snake is not experiencing a Combat High, his Stress level can only reach a maximum of 80%.

A Combat High will kick in if Snake shoots with a gun more than 100 times during the Alert phase. Notification that he is currently experiencing a Combat High will appear next to the Life Gauge (Fig. 2). During this enhanced state. Psyche does not decrease, and any damage caused by enemies is halved. But it's not all good news: during a Combat High, Snake's Stress level can shoot up as far as 100%. It's a short-term boon, but the repercussions can be painful.

When Snake is swimming, or hanging from a railing, the Psyche Gauge is replaced by the O2 Gauge or Grip Gauge respectively (Fig. 3). When the 02 Gauge is depleted, Snake has run out of oxygen and his Life Gauge will start to shrink rapidly. When his Grip Gauge empties, he will fall,

WALKTHROUGH INVENTORY

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Camo Percentage

The Camo percentage is the figure that appears in the top right-hand corner of the screen. This represents the degree of camouflage protection that Snake has at that particular moment. The higher the percentage, the hander it is for the enemy to see Snake (Fig. 4), so you should always aim for the best possible Camo rating whenever an enemy is likely to spot you. Your Camo percentage can be increased by wearing the right outfits and by crouching, well-pressing, or (for maximum efficiency) crawling.

Battery Gauge

The Battery Gauge in the bottom left-hand corner represents the amount of juice that Snake still has left in his Battery, which is essential for powering certain items. You can extend the life of the gauge with upgrades — we'll tell you where these are during the walkthrough. Every additional Battery that you find adds an extra bar to the gauge, represented in numerical form (Fig. 5). The maximum number of Batteries depends on your chosen difficulty level — the higher the setting, the fewer upgrades are available. If power is running low and you need to replenish it, simply retrain from using any Battery-powered equipment until it is restored. You'll notice that some gadgets are more energy-hungry than others, so be careful how you use them.

CHOOSING THE RIGHT EQUIPMENT

Weapons

When it comes to selecting weapons, you have two important choices to make—which five weapons you have available by pressing (22) (which you decide in the pause menu), and which one of these five weapons you will actually wield (which you decide in the Weapons window—Fig. 6). Your chosen five should always be balanced. A good configuration would be to have a silenced weapon, a powerful submachine gun for close-range action, a sniper rifle, a grenade type, and one diversionary item such as an empty Magazine. The weapon you actually hold should obviously always reflect your immediate needs.

There are many ways to obtain new weapons or ammo. The most obvious is to search for "hidden" collectibles and pick up weapons from the battlefield, but you can also search corpses or pay a visit to Drebin's Shoo.

Items

As with weapons, you have two important choices to make here: which eight items you will have available to you by pressing (3) (which you decide in the pause menu), and which one of these eight you actually use (which you decide in the Items window — Fig. 7). The eight that you choose should also be balanced, although this decision is less critical than with weapons. However, the one "active" item you opt for is very important. At first, you will probably tend to equip the Solid Eye most of the time, because it gives you a better understanding of your surroundings. As you eventually acquire the knack of using the Threat Ring instead of the Solid Eye, though, you'll soon be able to free up the item slot for something else — such as a Ration during boss fights.

To obtain new items, you can either pick up any that you find (as shown on the maps in this guide) or search bodies. You can't buy any from Drebin so take great care not to waste anything (especially healing items such as Rations).

Weight

Items and weapons in the game have a weight stat. If the burden of Snake's load (five weapons and eight Items) exceeds 70 kg, his Stress will increase, thus reducing his Psyche and overall effectiveness. Just be sensible when it comes to weight distribution, and make sure you compensate for particularly heavy objects with at least one light one if you notice that you are approaching the 70 kg mark. This is generally only a danger when preparing Snake for a boss light, as there's a natural tendency to bring out rocket launchers and the little for such occasions.











MAKING THE MOST OF YOUR GADGETS

You have many gadgets and interesting objects at your disposal throughout the MGS4 story. Some of these are made available during Act 1; while others can be found later in the game. Here's a brief guide to the most indispensable of these devices.



Solid Eye

When you first obtain this item, you'll find life in the field infinitely easier if you keep the Solid Eye selected in your items window most of the time. This gadget, which enables the Baseline Map radar function when active, has three modes: Normal, NV and Binos.

When selected, the Solid Eye will display basic data for both enemies and allies, such as which faction they belong to. As it can be all too easy to accidentally open fee on your affect during a hectic firefight, this information can be decisive. You'll find that "friendlies" are much less likely to help you if you start spraying lead indiscriminately, and they may even turn on you if suitably provoked. The information shown is color-coded. Gold, the default color, denotes a neutral character, blue indicates an afly, and red signals an enemy (Fig. 8). The Solid Eye is also invaluable in helping you focate hard-to-spot collectable items, as it increases their visibility by placing a digital frame around them.



The Solid Eye additionally has an intuitive radar system, which translates the vibes that Snake picks up from enemies, including sound and movement, it shows the retailive location of all targets around you, but keep in mind that it also detects animals — which can be rather disconcerting if you're in a location filled with rats, for example.

The NV or Night Vision mode is a special goggle that enables you to see more clearly in dark areas, as well as spot hidden items more easily. Scanning a dark room with NV active is sometimes the quickest way to assess its contents. If you wish to zoom in to view a distant point, simply select the Binos option, and then press up or down on \bullet .

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■ OctoCamo

Snake's OctoCamo system goes way beyond the camouflage system found in Metal Gear Soild 3, and has several different modes. In Automatic mode (generally speaking, the most effective), it enables Snake to blend in with the textures and colors of his surroundings. In order to enjoy the functionality of Automatic mode, Snake must either be prone (Fig. 9) or pressed up against a wall and motionless. After a short pause, you will notice his suit change to match his surroundings, a sound effect accompanies this process. If you check the Baseline Map in the top right-hand corner, you will see Snake's Camo percentage increase as the transformation takes place.

In Manual mode, you choose one specific camo pattern for Snake that doesn't automatically adapt itself to the environment. This is only really effective if you are prepared to after it as Snake's surroundings change, and is also limited to "memorized" surfaces and terrains that have been previously stored. This is something we examine later in the guide, and isn't anything you should concern yourself with during your first playthrough.



The Threat Ring is a translucent circle that appears round Snake's body when he crawls or crouches for a few seconds. The best way to explain its function would be to describe it as Snake's "intuition": It indicates the presence of any people, creatures or active objects (such as whicles) within Snake's immediate vicinity. Any such dangers are represented visually by waves that correspond with the position of each potential threat.

The higher the "wave", the closer (and, sometimes, larger) it is. For example, a soldier that is standing some way away from Snake will only appear as a faint bump in the ring, while multiple enemies standing close by will cause the Threat Ring to undulate fully assessing Snake's current situation. Once you get to grips with it, you'll find that the Threat Ring can be just as reliable as the Solid Eye in terms of enemy detection.

The Threat Ring stays permanently active whenever you crawl, or when you crouch-walk at the slowest speed, if you stand up, move at a faster pace, or ready a weapon, it will immediately disappear. Its efficiency is governed by Snake's current Psyche level the lower the gauge gets, the smaller and more difficult to "read" the Threat Ring becomes.

Metal Gear Mk. II

Metal Gear Mk. It is a mobile terminal that can be selected from the Items menu and controlled manually. Use **⊕** to move it around, but don't forget to activate its sleatth camo function with **⊗** if there are potential aggressors nearby. This ensures that





THE ART OF STEALTH

Mik. It is hidden from the naked eye, though it can still be detected by infrared sensors. Use Mk. It to remotely reconnoiter areas while Snake lies low, or even have it knock out isolated soldiers with its electric shock device by holding (ii) and then pressing (iii) (Fig. 11). You can also press (iii) while controlling the robot to perform a variety of context-sensitive actions, such as disarming traps, knocking on walls to distract enemies, and flicking light switches. When you're done, tap (iii) or change to a different item to return control to Snake.

Mix. If may not be big enough to wreak havoc in the manner of its much larger namesake, but it's never less than useful — especially if you lavor stealth over direct confrontation. It's also invaluable during the Mission Briefing cutscenes at the start of each Act, where you can use it to explore the Normad and collect hidden items. It's also handy for exploring ventilation shafts, removing the need for Snake to crawl laboriously for minutes at a time.

However, the use of Mk. II is not without drawbacks. The most important thing to remember is that Snake is vulnerable to discovery and sneak attack while piloting it. Secondly, Mk. II consumes battery power at a voracious rate, particularly when its stealth functionality is active. Finally, the device has a limited range, so it's not possible to use it to explore large areas unless you regularly reposition Snake.

It can't be emphasized enough, stealth is the key to success in Metal Gear Solid 4, just as it was in all previous installments. Certainly there will be times when direct aggression is best or unavoidable – especially in your lists playthrough – but for the most part it's vital that you learn the art of sneaking. How you move and the stance you adopt is of paramount importance. Though there will be occasions when it's safe for you to run upright without a care in the world, you'll usually find that it's best to adopt either the crouch-walk or crawf stance. Bear in mind, though, that you're tar from immune to detection when crouch-walking – it can still be rather noisy, with the reduced Camo rating reflecting Snake's increased visibility.

Trust your senses and let your ears be your guide. If you can hear Snake pattering across a wooden floor, then so can the enemy. Slow it down, and above all be patient. Crawling is always more effective than crouching in steath situations. With your body flattened to the floor, making requiar pauses to enable the OctoCamo to adapt to new surfaces, you can easily maintain a Camo rating in excess of 55%, even white moving. On the downside, you're slower to react when crawling on your belly, especially if you're attacked from close range.

Observation of the enemy is another key aspect of effective sneaking, it won't matter in the slightest how quiet you are if you inadvertently slumble directly into the path of a patrolling soldier. Take time to study the enemy's patterns of movement from behind cover. Careful observation should enable

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As far as weapons are concerned, nothing arouses the attention and ire of surrounding troops like a deafening hail of machine gun fire. It's no good diligently crawling with care in full camoultage gear, only to bring the enemy swarming to your position with an ill-judged salvo of bullets. Use of silenced weapons of CQC is absolutely essential. One well-aimed headshot or smoothly-executed CQC attack will fell your quarry instantly and silently, but botched attacks or poor marksmanship can give your target the chance to call for help. A headshot is also more potent with anaesthetic weapons – it generally results in a swift takedown, with enemies losing consciousness instantly.

Your Solid Eye's Night Vision function can be extremely effective when it comes to tracking enerry movements, as it reveals the lookprints left by patrolling quarts (Fig. 12). Don't overse NV, though, as it actually emits a law noise while active, and may alert a sharp-eared soldier: Finally (for this section at least—we'll offer more advanced tips throughout the guide), should you come across a guard who is blocking the way, you can fure him or her elsewhere by tossing an empty ammo Magazine, or distract a patrolling soldier by placing a copy of Playboy or the ground (Fig. 13).







MAXIMIZING EFFICIENCY DURING BATTLES

"Efficiency" actually depends on what your goals are. Naturally, if you're trying to achieve a no-kill playthtough, you wen't have the same priorities as when your bloodlust dictates that you shoot everyone and everything in sight. But overall, the following tips are true in most instances.

- Aiming for the head works a freat (headshots usually result in instant death/unconsciousness, or increased damage on bosses).
- Using upgraded weapons (scopes, red dots, et al) makes you more accurate and effective
- When surrounded, activate Auto Aim mode to quickly eliminate all enemies (change targets by pressing left or right on ③). This is less effective on higher difficulty settings, though.
- Choosing the right location is important. For example, a high vantage point works best if you are sniping, it pays to operate from a defensible position during combat, and picking a sectuded spot to silently take down a target is always sensible.
- Press ® to turn Snake to face the camera direction. This even works when he's lying down or manning a turret.
- Make sure millifia/rebel fighters are friendly to you (Fig. 14) by helping them out as much as possible during battles, especially when they ask you to. Make a point of not aiming at or (however inadvertently) shooting them.
- Never light if you're in a weak or dangerous position, especially a location that exposes you to fire from several directions. If in doubt, boil for cover.
- Always try to eliminate your most dangerous opponents first. Snipers and turret operators should obviously be your principle targets.
- Be sure to reload frequently to avoid the dreaded "dead man's click", and have weapons prepared in reserve for more unrelenting assaults.
- Conserve valuable items and ammo, and try to save your most powerful weapons for the strongest targets.

OBSERVING YOUR ENVIRONMENT

MGS4 is a game packed with surprises and secrets. While it's possible to just race through the game, getting the job done and speeding onward to the end, doing so will deny you the chance to fully explore and observe the lattricately constructed environments. A good deal of the fun comes from the sheer range of possibilities the game offers, from factics (optional routes through areas, alternative strategies), to bonuses (hidden locations or objects, entirely optional battles) to secret Easter eggs (such as bizarre enemy behaviors, or even Codec conversations that can be hillarious or instructive).

Take your time: this is a game built for repeat play, and there's simply no way you can enjoy everything it offers in a single sitting.

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BASICS









HOW TO PLAY

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WALKTHROUGH

Whether you are looking for an occasional helping hand during your first attempt to beat *Metal Gear Solid 4*, or seeking detailed step-by-step advice for a "perfect" playthrough at a later date, this chapter has all the guidance you might conceivably need. The "two tier" walkthrough style used throughout is unique, though, so we suggest that you reach the brief User Instructions section overleaf before you continue.

USER INSTRUCTIONS

INTRODUCTION

Metar Gear Solid 4 is a complicated, leature-packed adventure, so we've gone to great lengths to design the sophisticated waithmough it so richly deserves. We understand that you'd rather dive into the action than read what we have to say here, but trust us; less than five minutes of your time will help you to de'the most out of both this chapter and the game itself.

In the (very likely) event that we have a tenuous grip on your attention, we'll begin with the most essential facts.

- Metal Gear Solid 4 is divided into five "Acts", and so is this chapter. We include a large overview map at the start of each Act, with the box outlines detailing the sections that are covered on the pages that follow.
- In the walkthrough, left-hand pages feature magnified, annotated map portions, accompanied by screenshots and extended captions. We know that many players will want to complete their lists MGS4 playthrough without too much assistance, and these left-hand pages offer spoilerfree explanations, fips and general guidance.
- The map periions leature, among other things, the locations of all collectibles in each zone.
 However and this is very important to know MGS4 occasionally adjusts the types of ammunition, items and weapons tound in each location in accordance with the equipment you have in your inventory, and your chosen difficulty level. You'll almost certainly encounter slight variations as you play.
- Right-hand pages leature detailed walkithroughs written for the Big Boos hand difficulty level, but the advice offered is also applicable to the Lüquid Easy, Naked Normal and (dol(aut)) Sqlid Normal settings you'll just encounter leves potential enemies, and certain challenges may be less demanding than we suggest. It's actually impossible to unlock all secret features in MGS4 during your initial run (see "First Playthrough"), but the tactics and strategies we offer are high-level techniques designed to help you achieve "perfect" completion on a subsequent attempt. That's not to say that you can't unlock some cool bonuses on your first stiffing, flough...
- There are occasional exceptions to the walkthrough format detailed above, but these are very easy to follow.

FIRST PLAYTHROUGH

On your initial run through Metal Gear Solid 4, we strongly recommend that you just concentrate on having furi. Enjoy the story, use any weapons or factics that seem appropriate, and feet free to make as much noise as you like when the urge becomes too great to resist. When you've completed MGS4 ance, you can then try for a "perfect" playthrough, (if you're curious, the requirements for this are no

Alert Phases, no continues, no kills, no health items, no "special" items, and a play time of less than five hours — and all on a difficulty level you can't actually access yet. Suffice to say, it's not something you're going to achieve straight away.)

We generally tavor a pacificit style of play with an onus on pure steath in our main waikthrough, because this approach leads to the best post-game rewards. However, without revealing any spoilers, we should let you know that the requirements for certain unlockable features are extremely stringent think in terms of "zero kills" and "no Alert Phases". Attempting to achieve either goal on a first playthrough is not a good idea, because you'll need to repeat both feats (and much more besides) to win the best post-game rewards and accolades at a later date.

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Walkthrough: Left-Hand Page

This page offers basic tips to help you through each area of the game on your first sitting, accompanied by illustrative screenshots.



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Map Section

The detailed map portions are extremely easy to use: "up" is always north, and the number above each one corresponds with the same portion of the overview map. Just in case you're confused by the presence of certain confix. we've prepared a concise legond (see table on the left).

Lettered Paragraphs

The core of the main walkthrough. As an aid to easy havigation, the letters used as headlines correspond with those that appear on each map.

Tab System

The tab system on the right-hand side of each double-page spread is designed to help you find the required walkthrough section without skipping too far ahead - naturally, evil spoilers await for those who flick through the chapter indiscriminately...

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ACT 2

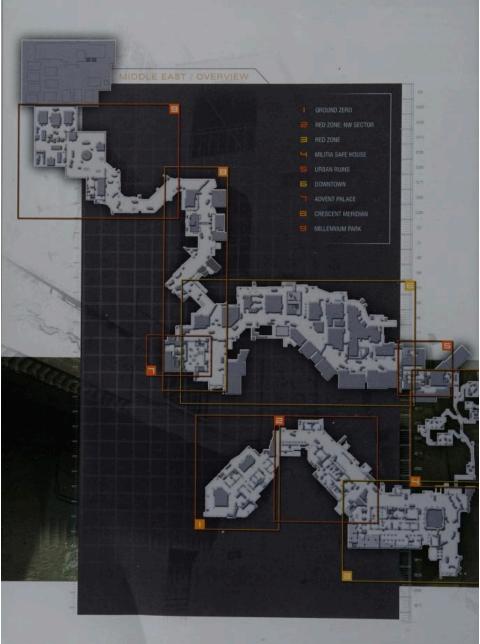
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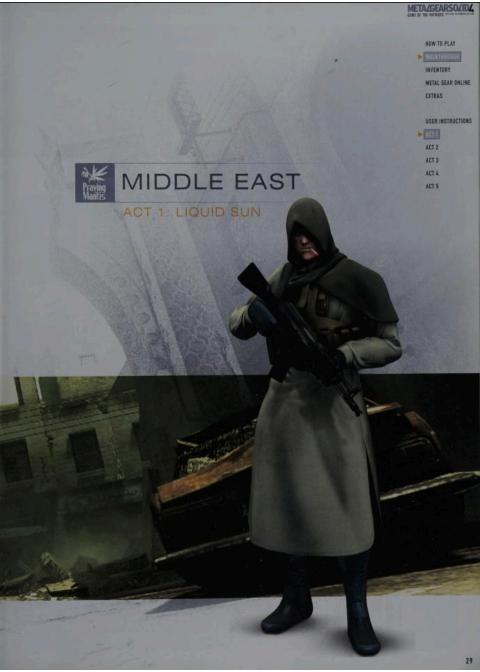
Walkthrough: Right-Hand Page

Right-hand pages offer a detailed walkthrough with an emphasis on stealthy for alion and avoidance. They also regularly feature box-outs marked Alternative Strategies", "Secret", "Briefing" and "Flashback". The first is mony sett-explanatory, "Secret" indicates a hidden feature, "Briefing" is used resplain new gameplay elements, and the short "Flashback" paragraphs designed to give a little background information and context when major foracters are first introduced.

Margin Notes

You can find notes in the right-hand margin of each right-hand walkflirough page. These reveal tips, factics, hidden features and







Engaging the Gekko is a fruitless endeavor - you don't have the hardware to destroy them at this early stage, and there's no specific reward for even attempting to. Instead, avoid them by weaving your way through the buildings and back streets. The objective is to reach the exit pictured above. Simply run through it to initiate the next cutscene.



Just in case you miss Otacon's prompt, don't forget that you need to visit the pause menu to assign weapons and items to 🖼 and 🖾 respectively. There's more on this in the How to Play chapter (see page 10). For now, ready the AK102 in a spare slot before you press forward.



There are items hidden everywhere in MGS4, and your hoarding instinct should kick in immediately as you notice a Ration under the truck directly ahead of your starting position. Hold & to move Snake into a crawling



position in order to collect it.



NOTE: MISSION 1 BRIEFING

Metal Gear Solid 4 is divided into five main "acts", each prefaced by a Mission Briefing cutscene that explains Snake's objectives and reveals key story elements. The Mission Briefing for Act 1, unlike those that follow, can only be accessed from the Main Menu. Though entirely optional, it's probably a good idea to save your game and view it after escaping the Gekko - it helps to establish why Snake is tracking Liquid in the Middle East, and gives interesting background information on the world of 2014.

Crawl underneath the truck directly ahead to collect a Ration, then squeeze beneath the next truck along to resume the extended introductory sequence. If you linger in this opening area the game code will automatically

move Snake forward – so don't forget to pause should you need to take a break for any reason. You can take this opportunity to practice a few basic moves if you like, as many things have changed since MGS3.

Collect the AK102. If you move to the left or right, you'll trigger the next cinematic sequence. We suggest that you walk to the right—this puts you in the best position for the next section. Note that your choice of direction alters the cutscene played, which is something to bear in mind for future playthroughs.

Backtack along the street, away from the Gekko standing next to Snake as play resumes, then run through the broken wall located directly ahead where the road curves to the right. Head for the militia soldier standing in the docrway and

wait (briefly) for the Gekko outside to pass. When its back is facing the door, sneak behind it, across the street and into the next house along, fluir through this shaltered building and into the bombed-out shelf of the next house — you can wait through the window by pressing up against the ledge and hitting . Walt in here until the Gekko to your left moves away, then make a dash for the exit—it's a simple U-turn to the right from the doorway that the Gekko was standing outside. The whole process should take no more than 30 seconds.

HOW TO PLAY

WALKTHROUGH

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USER INSTRUCTIONS

ACT 1

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ACT 2 ACT 3

ACT 4

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ALTERNATIVE STRATEGIES

Bar Rations and ammunition dropped by the stricken militia forces, there's nothing of interest in this area – and, therefore, fittle reason to expire alternative modes, Broadly, fillough, you can take any path you please, as long as you're prepared to wait for each Gelkko to move on before darting to the next cover point, layers attempting a playthrough without imitating a single Allert Phase should note that being detected by these Gekko does not count howards the final total.



BRIEFING: GEKKO

Though it's better to run through this area without being detected by the Gekko, let alone engaging them in combat, you'll benefit by knowing a few facts about these-monstrous war machines, in addition to failistic stacks, they can perform a variety of victous kicks and stamps with their long legs – including a powerful munichtoose sweep that you'll do well to avoid – and will even legs on top of their targets, killing them instantly. They can also throw grenades to Nush their peris from cover.

Don't underestimate the sheer mobility and tenacity of the Gekko — they can pay up in surprising positions. For a startling example of this, head upstains in one of the bombéd-out buildings and cause a little noise.

FLASHBACK: SUMMARY

The opening cinematics (and optional Mission Briefling) introduce several characters. To help MGS series newcomers get up to speed – and to refresh the memories of evenouse eise – here's a guick round-up of the most important faces.

Solid Snake: A product of the Les Enfants Terribles project, Snake is a clone of Big Boss. As a government agent, he debated his "father" in Outer Heaven and Zarorbarland (Metal Gear 1 & 2), before confronting his twin brother in the Snadow Moses Incident (MGST). He later founded the Philanthopy agency with Otacon in order to green the profileration of Metal Gear technology (MGSZ).

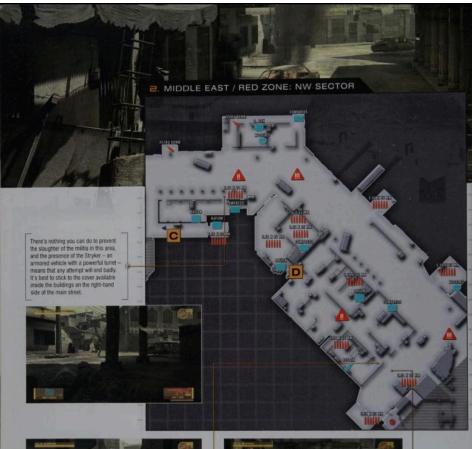
Otacon: A technological genius and inventor of Metal Gear REX, he met Snake at Shadow Moses (MGS1), and now plays a vital supporting rule in his friend's missions.

Sunny: Abducted at birth by the Patriots (a shadowy organization that we will return to in a future Flashback), Sunny was later freed by Raiden — the secret agent at the heart of the Big Shell Incident (MGS2), now missing. This delicate chief prodigy lives with Snake and Olacon aboved the Nornad.

Roy Campbell: Snake's superior during his time as a United States operative, Campbell has since retired from military life. He now works for the United Nations in an advisory capacity, investigating the activities of Private Military Companies (PMCs).

Liquid: Snake's twin, also a child of Les Enfants Terribles. Unlike Snake, Liquid chase to follow in flig Bors's footsteps, and instigated the events of the Shadow Moses Incutent (MGS1), Liquid was killed by a nanovirus (FOXDIE) but his spirit lives on, now occupying and controlling the body of Ocelot — himself a key figure in the events of MGS1, MGS2. MGS3 and MGS: Portable Ops.

FOXDIE: An experimental, highly lethal nanowing designed to attack specific programmed targets. Snake was injected with FOXDIE during the Shadow Moses incident (MGS1), but acted merely as its vector – he appears immune to its effects.





Be careful to stop and wait for PMC soldiers to move forward whenever necessary. The route to the next zone sort to complicated — it's just a case of sticking bit he right-hand side of the map throughout. You only need emerge into the daylight once before the final creat to the exit, and in that instance the enternace to the next house along is just around the corner instance the enternace to the next house along is just around the corner.



Be very quiet in the final building, and pause until the coast is clear before sneaking to the right-hand exit. Note that an Alert Phase will carry forward to the next area, so it's probably better to find somewhere to hide and wait for the commotion to subside if you are discovered.

WEAPON LOCKS

Snake can collect any weapon he finds on the battlefield, but many of these particularly those wielded by PMC troops—are "flocked" by the SDP System. There is a way to circumvent, this restriction, but you'll need to make do with he AK102 and CQC for the immediate future.





Head around the corner onto the main street, then immediately enter the doorway to your right to avoid the two soldiers on the street. A brief cutscene is finglened as you move through the second room, which announces the arrival of the Stryker and additional PMC troops. You can pause to watch the ballle through the doorway if you like, but we strongly advise that you don't get involved. Squeeze through the gap in the wall. Hen wait as you set for the PMC.

troops to move on. Crawl towards the pavement, pausing for a moment to enable the OctoCamo to adjust to the new surface, then — carefully! — move around the corner and enter the next building on the right.

Collect items and AK102 ammunition from the two rooms, then crawl through the gap underneath the rubble to continue.

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If you pick op and drop dead business of uncannolocus solders (press & when the onscreen prompt appears). They will shan release a hidden chiect—usually a common them as tox of unmerables.

Ill Note that you can open lockers, which sometimes contain useful norms. You can was fride inside them, but doing so is no guarantee that Shake won't be

Be careful as you creep beneath the debris. Sometimes (but not always), you are confronted by the grizity sight of a local rebet being executed in cold blood by a PMC soldier. Wait until you are sure that there is no one immediately outside, then crawl out and to the right.

From this point forward, you should stay to the far right of the map. Usually, you will need to creep slowly as you move parallel to a pair of PMC soutiers as they search for survivors, but this isn't always the case, there are occasions when two soldiers will approach from the north instead. You'll be perfectly sale as fong as you stay in the shadows to the right of them, and pause to enable the OctoCamo to adapt to new surfaces when you reach them. Crouch or lay down to activate the Threat Ring and reveal the relative location and proximity of patrolling PMC troops.

Take care as you approach the exit. You should see two solidiers moving away from your position on the road outside, towards another Stryker. If so, wait for them to reach it. Check the path to your left (a glance at the Threat Ring might suffice) then craw out ont onto the street and immediately head towards the door (to your right on the opposite side of the street) to progress to the next zone.



ALTERNATIVE STRATEGIES

Attempting to sneak to the self via the felf-hand side of the map just sin't practical — there are two Strykers and patrolling PMC soldiers to avoid, with much less cover than our recommended route. You can easily cown across the very start of the steet to pick up a Petro Borm collectible on the other side (note that this triggers the arrival of the Stryker containing PMC microtocremets), then return and follow the standard path. If you're especially trave or experienced, you can continue past the burning car and enter a doorway just beyond it. This house contains a handful of items (see map), but nothing that warrants the increased danger—you! If agoute these stewhere soon excuss.

Our recommended path through Ped Zone: NW Sector uses the exit on the right, and for good reason—the exit on the left puts you in immediate danger of discovery when you arrive in the next zone. It's definitely something warth trying on a subsequent playthrough, through.

BRIEFING: STEALTH TACTICS

Though MGS4 doesn't deetily prohibit a more aggressive approach, it can become externely difficult unless you learn how to evade detection through silent movement and intelligent use of OctoCamo. There's no substitute for first-hand experience, but reading the following guidance is definitely a good stating point.

- Get into the habit of glancing at the camouflage rating in the top right-hand corner of the screen on a regular basis, if you're serious about being as shealthy as possible, you should aim for a minimum 65% whenever there is a danger of defection.
- We may be laboring an obvious point, but orawling is by in the most effective way to avoid detection. The OctoCarno suit enables Snake to easily blend in with floor surface, which can occored him from register eyes at surprisingly close range. The movement speed may at first feel toutrously slow to player accustomed to fast, fluid motion in FPS games, but perseiver: once you get a feel for the distinct "hythm" of creeping in this way, if actually becomes second nature. There's also the fact that crawling leaves no biotprints a definite advantage when crawking through beautify quantific dress.
- The crouch-walk is fire if Snake is operating behind cover, if there are no enemies in your immediate vicinity, or when creeping behind a soldier. The standing posture, however, should be avoided unless you're absolutely sure that there's no one around, or if you're actively engaged in a combal shadlon. Sprinting from pitter to post in an upright pose rhakes Snake as sleatify as a capening clown.

- Movement speed is important in two respects. Patrolling PMC solidiers are generally looking for any sign of tills, usually with a view to extinguishing it, and rapid motions (even white crawling) will attract their attention. Secondly, faster movement creates more noise. Use the full range of analog movement on the left thumbstick to vary your pace as required and, if in dubut, stop dead and
- Take environmental factors into account. Bright sunshine makes Snake more
 visible and will reduce his camoultage rating by a small amount. Whenever
 possible, stick to the studows. Additionally, just because a PMC solider can't
 see you, if doesn't mean they can't hear you. If you clumsily knock over
 bottles and pots, or blunder through surface water, there's a high probability
 that a nextry solider will come to investicate.
- To change the current OctoCamo pattern, simply pause briefly while crawling, or when pressed up against a solid surface. You don't have to wait for the sound effect and suit transition to complete before moving on you're safe to get moving as soon as the cannoullage percentage is updated.
- While crawling, take the different floor surfaces into account, in dangerous situations, you'll need to pause regularly to allow the suit to adapt. Pay attention of details such as transitions between rubble and floor files, and pavement and street, and be vigitant for potential "detection traps" for example, brightly colored rugs inside houses.



You'll encounter two soldiers directly ahead as you enter Red Zone, so try not to draw attention to yourself before they move on. Pick up the Cardboard Box and Compress hidden beneath the exposed staincase, then slowly head to the right-hand side of the area. There are numerous PMC troops on patrol throughout his zone, with gaps in broken buildings complicating matters no end. It's band to anticipate when you might be visible to an unseen enemy.

Head up the staircase in the south-west corner of the map (night of the entrance), then - carefully - crawf up until approximately halfway on the second flight. A PMC soldier with a short patrol route is positioned up here. Wait until he stands outside the doorway at the top of the stairs. You then have two choices, eiter follow him (use a stow crouch-walk), disable him with COC and stuff his body into one of the conveniently placed lockes, or sheak goal as soon as his back is turned. Either way, you need to (cuickly, in the latter restance) creep esst and jump over the broken wall section. Go proce as soon as you land — it's better to be sofe.

From this position, you need to crawl approximately east to the end of the shaftered building, where you can safely drop back down to the ground. There's an ever-present danger of being spotted by the soldiers patrolling below, and the variable floor surfaces are an additional complication. If you're cliquent, moving steadily and positioning your cament a sopt potential dangers to your left, it's an easy journey. Should a soldier become suspicious, though, it's not a disaster. — In will need to climb a nearby ladder to investigate, which will give you sufficient time to creep to a suitable hiding spot. When you reach the Ration, make sure that the coast is clear, then drop to the ground.

Check to the left to ensure that no one is approaching you from that direction, then move around the corner to the right to reach the street after the two patrolling solidiers move on. You'll need to immediately crawl into the corner of the shady area with the dumpster, as two more solidiers approach from the east. When they pass, move around the corner and through the entrance—take care not to disturb the pots and bottles either side of it—to trigger a cutscene.

The acquisition of two stienced weapons – the Operator and Mic. 2
Platot – makes the process of sneaking through enemy lines much, much easier.
You now need to make your way through a pitched battle between PMC troops and local militie. If you craw around the conser from your starting position, you'll see PMC forces nassing for a charge on the retel position. The best plan is to wait for themsall to leave their position behind the sandbags before you move forward, but you'can also use either pistol (aim for the head, naturally) to neutralize them from cover if you'm in a turny.

Crawl over to the opposite side of the street, steadily make your way forward, towards the battle, and go through an opening on your right. The PMC soldiers word notice you if you keep a low profile. Once inside, crawl or crouch walk to the end of the corridor. You can then crawl through the trench behind the besleged ribe! forces and, from there, into the entrance to the Militia Sale House area.

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ALTERNATIVE STRATEGIES

There are beclinically three routes you can take to the meeting with Metal Gear Me. If and Olacon. The first good easiest ji is thing the injuri-hand side of the map, as detailed in the main waldfrough, but you can also move through the center of the zone – a much brickler proposition. In the instance, you can reach a staincase in the map of movine walls, climb up, and then believe precarrously in other wine Vouring a short walk over a narrow bolden wall. You can then drop down and carefully make a break for the objective. The third option is to follow the buildings on the left, which is the most plausible route if you entered the area from the left-hand softance in Red Zone, NN Spector. This innoves dodging regular patrols, with a high publish life of sections and title reward in terms of processed times.

Though our walkfirrough focuses on stealth, you can achiefly help the militia forces win the battle that takes place after you collect Mosal Gear Mk. II. Indeed, to enjoy an easy, uneventful rouge through the Missa Safe House zong that follows, you achiefly

need to endear yourself to the local robel forces. The easiest way to achieve this is

during the battle. To help the militainen triumph, though, you'll eved to help elimisute all PACS soldiers, and distriby a second Soyee'n the south-west corner of the area. The lattle tack requires additioned RPG-7 amms, and you can find the recessory single rocket by climbing a attimises in appropriately the center of the map, then washing across a narrow walf as described in the previous paragraph. Note that this wespon only appears after Shark's solversation with Obscon.

You'll know when the battle is won when the air resounds with crie of "We did it!" from the jubilant rebets. By way of reward, you've the property of the prop







If you insist on going through while your relationship with the militia is still neutral, you? If so challenged by almost every individual that you encounter. Freeze every time you are noticed. Should you move, ready a weapon, or do anything likely to cause alaim. We solders can and any attack. If you wait until they run over and examme Snake, though, you'll be free to move on as soon as they recognize and dismiss him. This process will be repeated several times before you each the exit.



If you haven't befriended the militia forces at this stage, you can still go back outside right now — and it's a good idea to do so if this is your first playthrough.

BACKTRACKING TO RED ZONE

If you passed through the Red Zone area without getting directly involved in the conflict between the local millia and PMC forces, you If and that the battle is a little different should you return. If you didn't destroy either of the two Strykers, you'll encounter one speeding along the street lowards you as you emerge from the Millia Sale House, coming to a half just in front of the sandbags. The millia forces now occupy the end of the street where the PMC soldiers were initially stationed during your lists uist. The objectives remain the same (destroy both armored vehicles and eliminate PMC troops), but these subtile alterations change the nature of the light. It's definitely something that you should try on a later playthrough.



If you've betriended the militia forces by causing sufficient havoc in Red Zone (especially by destroying one of the two Strykers), you can stroll happilly through the Militia Sale House area and collect its many items until you reach the exit.



ALTERNATIVE STRATEGIES

First-time players for those who already have PMC blood on their hands) should follow the guidance to the left – this information is for hardcore sneaking experts only. If you are attempting a "pure" stealfftytho kill playthrough, though, these tips will guide you safely through the Militia Sale House without disturbing a single one of its denizers. Don't worry about picking up items (you can return to collect them with ease shortly), and try not to rely too heavily on the Threat Ring or Solid Eye in here – the effectiveness of both is reduced by ambient background interference, particularly from chickens and rats. From the top, then:

- Lie down on the left side of the boxes to hide from the first guard, then move forward when he walks past.
- Continue on until you reach two dead ends. Enter the one on the left and wait for the three solidiers to case.
- As you exit the room with the chickens, look for a narrow gap to your right.
 Crouch-walk into this and press yourself up against the wall to avoid the next hatch of soldiers running to aid their contrades outside.
- Crawl behind the solidier attending to a wounded ally in the makeshift infirmary, taking care not to get too close.
- In the next corridor, you'll again reach another pair of dead ends to the left and right. Move into the one on the right and position Snake in the far corner, then deploy Metal Gars Mit. If Activate its seatish function, then approach the soldier standing guard outside the next doorway along. He should start a patriol at this point, welking straight past Snake without noticing him. Snak over to the door as soon as he has strolled by.
- Be extremely cautious in the next room there are two militia soldiers having a conversation in the middle. Move around the dustriet of the room, but inch forward at the very stowest crawing pace when Snake is most exposed. One of the two men will feave, but the other that remains can be highly sensitive to noise and movement. Be extra careful as you head for the steps — it's better to wait until fe turns his back to you.
- At the top of the steps, immediately crawl along to the left to avoid two further soldiers. Wait until they move on, then return to the corridor and take the next right.
- Inside the small room, collect the Middle East Militia Disquise from the center locker and immediately equip it – select "Camouflage" from the pause menu, then "Cloth", and then "Change Costume".

With a foolproof disguise in place, you can travel anywhere in the basement and collect its many treasures.

BRIEFING: MILITIA FORCES

Though assisting (and therefore allying yourself with) the local militia army is purely optional, it does make the process of sneaking through Act 1 a little easier.

- If Snake's relationship with the militar forces is neutral (the default state), they may react with suspicion or surprise when they encounter fam, in a morst-case scenario, they will raise their weapons and order him to stop white they identify frim. If they say "Don't movel" or "Stop right there!", they really mean it.
- If you have gained the favor of the millia army, hearts will appear over their heads when they spot you. You may find that individual soldiers will even give you items or ammunition.
- your gunt), assaulting or killing its members is extremely inadvisable.
- Celebratory cries of "We did it" from militia indicate that the PMC troops within a localized area – or, in some instances, an entire zone – have been defeated. This usually means that you're free to hunt for collectibles and explore your immediate environment. Note that it is not always possible to eliminate the PMC presence in an area.

BRIEFING: PMC FORCES

You should have a basic appreciation of how PMC soldiers behave by now, but the following tips should help you in future encounters.



 If PMC soldiers spot you they will immediately raise the alarm, initiating an Alert Phase. This will often lead them to request reinforcements. However, these are not always available – listen to the radio dialogue for clues.

- If you disable PMC soldiers before they can shoul out or use their radios, you can cancel a newly started Alert Phase instantly should no other soldiers witness the event.
- If you neutralize a soldier while he is speaking with his HQ, but before he
 reports the specifics of a situation, you will generally find that a few troops
 will be sent to his location to investigate. It's wise to move on (and, if you're
 sufficiently confident, high his body) before they arrive.
- Listen carefully while sneaking past PMC patrols. If you do anything to arouse a soldier's suspicions, you'll hear them make a remark most commonly, something along the files of "Huh" or "What was that?". They will susally run to your position to investigate, which is your cue to quickly (but carefully) move elsewhere. A comment such as "I swear I saw something" indicates that the soldier has satisfied his curiosity, and will return to his standard patrol mute.
- Even if you get involved with battles between PMC and militia forces, try to avoid detection at all times. If you trigger an Alert Phase, much more guntire will be directed at Snake.

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nursing for heasons in item-exhibitation and has the Militial Safe House, activating the Solid Eye's highli Vision function will increase the visibility of all coRecribites.

III Attendate coolumes (such as the Middle East Ministe Despuise) are useful in specific situations, fed are significantly less effective than Octobianto for parients sneaking. Don't forget to switch back to Srive's situational aut britten you other dangerous areas.





To reach three of the collectables at the start of this area, you need to climb the two flights of stairs to the very top, then drop down at the position pictured here. You'll find a bot Sight – worth a cost 20,000 DP at this point – an RPG-7, and a Steep Gas Mine. The way forward can be found in the rubble to the left of the starcase.



BRIEFING: NON-LETHAL FORCE

As you may have noticed, our main waikthrough relates the steathliest route through each area. Direct combat is (whenever possible) thrated as optional; we also regularly suggest that you "disable" or "peutralize" assaliants, but never specify the means by which you do so.

There are two reasons for this. Firstly, steadth is generally the most rewarding and effective style of play. While it's enjoyable to get involved in battles. MGS4 is a "steadth action" game—not an FPS. Secondly, the most significant post-game reward is only available if you (among other things) go through the entire adventure without killing a single person or triggering an Alext Phase. This categorically inn't something that you should attempt to achieve on your first playthrough (where it's practically impossible not to "go loud" on a fairly regular basis, either through inexperience or design), but it's a good ridea to acquire certain good habits at an early stage.



FLASHBACK: JOHNNY SASAKI

Johnny (aka Akiba) first appeared in Metal Gear Solid, where his uniform was stolen by Meryl Silverburgh, a young soldier who assisted Snake in his mission. He is known for his gastrinestinal "difficulties" — as demonstrated in the noisy, almost palpably fragrant cutscene that introduces him in MGS4. Urban Ruins is a small and linear area, with no real enemies or challenges to concern you. If you need step-by-step guidance, simply follow the instructions on the left-hand page.

BRIEFING: DREBIN

The meeting with Drebin in the cutscene prior to the Urban Ruins zone opens up a variety of new garneplay features. In this extended Briefing section, we explain key concepts and offer a selection of useful guidelines.

Drebin Points

Commonly abbreviated to "DP", Drebin Points are a currency used to acquire weapons, customizable parts, arrimonition and items from the personable yet decidedly arrioral arms dealer. These can be obtained in three ways:

- Collecting weapons from the battlefield. Once Snake has a firearm in his inventory, all subsequent weapons of this type are automatically sold to Drabin. A small onscrient message in the bottom right-hand corner will reveal the lands accrued. (Note that ammunition is added to Snake's supplies.)
- 2: Destroying non-human assailants. This does not apply to vehicles that contain pilots or drivers.
- 3: There are also additional DP boruses awarded for miscellaneous achievements. We'll discuss these later in the walkthrough

The sum of Drebin Points awarded for each weapon is usually dependant on how common it is. There is actually an audio cue that indicates the level of reimbursament whenever you collect a weapon, which saves you the trouble of looking to see how much DP has been given every time. The longer this sound effect lasts (listen for the distinctive rising tone), the more generous the awarment.



Drebin's Shop

This 24-frour weapons store is very easy to use, so we won't bore you by explaining how to shop there. There are a number of things that aren't immediately apparent, though, so we'll quickly run through those here.

- Different weapons and items are added as you progress through the story, so don't cush to spend all of your Drebin Points straight away. These are thoughtfully marked with "NEW" to bring them to your attention.
- Note that the color of an object indicates its purpose, Lethal arms and munitions are red, whereas weapons and items designed to merely increase into association are blue.
- Weapons and items are occasionally unavailable, but you can almost always
 buy ammunition though expect to pay a premium in certain situations. As
 there are certain battles that might consume ammo at a voracious rate, it's
 always worth saving at least 30,000 DP in reserve. This is especially true for
 harder difficulty levels.
- When you purchase a weapon, it's prudent to check the type of ammunition it requires beforehand. If it uses a variety that can't be commonly found within your current Act, buying bullets or rockets for it may prove costly.
- Don't feel obliged to spend Drebin Points you can acquire ample resources are ach mission through incremental rewards, by diligently exploring each area for valuable notion objects (our maps will delinitely kep with this), and general battlefield scawenging. If you're sufficiently fingal, you'll find it much easier to afford objects of desire that appear much later in the game (or, indeed, during subsequent playthroughs).



 If you play MSS4 on Wednesdays or Sundays, you'll enjoy a 20% discount at Drabin's Shop throughout the day.

Customization

Most (but not all) weapons can be enhanced by adding new paria, such as silencers and lears sights. You'll find these occasionally as you progress, but you also have the option of buying add-one from Drefath. If you decide to upgasde a taxonize weapon, it's best to do so via the Weapons menu. Highlight the gun you want to customize, then press 133. Now select the particular area you want to work on Juse 2 or home the available options, and press & in the list that appears, a "solid" illustration to the lieft of the text description indicates that you have that hem in your inventory; a faded givinum emans that you'll need to buy it from Drebh first. Conveniently, you can prochase all enhancements develop from this screen.

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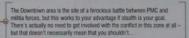
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dropped by soldle during battle are automatically cleaned from the

automatically cleaned from the map offer a short period of grace, so you need to be quick to scoop them up if you're looking to maximize your DR hard.









When you reach the main street, make your way south to reach Advent Palace. There are how certainces, but the one you choose makes no difference. The combat outside is especially furious, including air-tosurface bembardments from planes and a helicopter, so don't linger in the open at any point.



You'll encounter PMC snipers as you go through the market area, so it definitely pays to be cauthous. The MA Castom has just enough range to pick flesse of from distance, but it is usually smart for creat florance of out the intervening gap before you take your shot. If you sneak up close and take the first two snipers by surprise, you can get your hands on the MA HEBR singer rifls. This can be highly effective to forthcoming buffles, so if swort the effort.



Head south along the nearest stretch of pavement on the main street, keeping low to avoid the PMC soldier in the distance; then take the first right. You're sa'e to stand up for the time being once you enter this side street, and through the market area beyond it—even if you're not allied with the militia army, the soldiers here won't react negatively to your presence.

Crawl carefully out of the market area — there are at least two snipers operating directly ahead (one in the top window, the other to the right of him), with other PMC troops supporting them below. Rather than attempt to sneak through this flashpoint, take the alleyway to the left. Stand up as soon as you pass out of view, then squeeze through the gap between the buildings on the right—use @ to press Snake up against the wall. Don't forget to turn around and pick up the Laser Sight on the other side (it's a valuable custom part). Follow the path until you reach the next alley, then turn right. Get into a crouching position, then inch carefully to the right again— there's a Stryker to your left, surrounded by PMC soldiers. Cross the small steel and enter the next narrow alleyway—it's just slightly to the north, on your left as you approach it.

As you emerge onto the main road, note the tall building in the distance; there are snipers operating from two different floors. Milital soldiers occupy the left-hand side of the street, PMC troops return fire from the right. With due caution, crawl to the apposite pavement, then through the small gap underneath the building ahead. When you exit, move back onto the pavement. You're now sufficiently close to disable the nearest marksman in the building ahead with a silenced weapon, but it's not strictly necessary to do so. Move forward until you reach the boxes, then around to the left, but pause for a moment – often, the car ahead will explode as it is hit by stray builets. Wall for the flames to die down should that happen, then follow the pavement to the end.

From here, it's a short (but dangerous) crawl through the bomb crater to reach the next area. There are PMC torces to the right, and militia to the left, but there's no reason why either should notice you if you're careful. When you reach the other side, approach the blue door (a zone transition message will poop up when you are close). Check behind you to ensure that the coast is clear, then quickly switch to a crouching position and head through the door.

ALTERNATIVE STRATEGIES

If you're siding with the local militia, there are four separate battles that you can invoke yourself with as you pass through the Downtown area. We assume that you intend to employ lethal force in this section, and recommend that you use the M4 Custom equipped with a Suppressor and, if you collected it in the Urban Ruine zone, a Dol Sight for improved long-distance markstrainship.

Main Street (J): As you approach the PMC soldiers at the far and of this road, a Stryker arrives to offer support from behind an impassable barricade. Rather than wasting ammunition and risking defection, take the first right, then chind the ladder to the left. Drop down onto the balcony, then run over to use the mortar emplacement. Destroy the Stryker first, then bombard all PMC troops in range. You can then snipe any remaining soldiers from the gap on the right, or drop down and engage them up close.

Market Courtyard (K): There are actually two ways to approach this battle. You can either pick lite two snipers off with your MA Custom, then eliminate the remaining soldiers, or seak around the back. The latter strategy involves slipping through the gap mentioned at point K, then reaching the main road. When you arrive, sneak through the lite entrance on the right. Pick off any PMC troops outside through the window, check that the ground floor is clear, then go upstairs. Silently execute the two snipers (note that there may be a third PMC soldier in the upstairs room), then listen out for sounds of jubilation from the streets below. As a thinge benefit, you get to cellect the weapons used by the two marksmen, the excellent M 4EBR automatic sniper rifle.

Road (L): Head out onto the main street, and find a safe position with a good view of the large building to the south. Dispatch the two snipers with headhots, then crawl along the left-hand side of the street. The PMC soldiers to your right are continually replaced until you move to position M so, but dispatching a few to secure a clear path forward, there's no reason to linger here.

In the final area (M), the PMC soldiers behind the barricades to the right are effectively infinite in number — no matter how many you dispatch, more will arrive to replace their tallen allies. Before you even try it, we can tell you that bludgeoning your way through to the back of their bot-hole won't work — they simply arrive from the street side if you do that. What you can do, however, is shoot down a helicopter with the RPS-7. There's no bonus for this, bar the satisfaction of aceing what happens, but the resultant explosion is definitely a sight to behold.

HOW TO PLAY

INVENTORY

METAL GEAR ONLINE EXTRAS

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ACT 5

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there's melty according option, but be warned FMSC ordinary and staged, and will investigate if the appealance of either seems at all incongruous to them moderately, you can press Story the Ordinary Story Card press Story of the Ordinary Story Card Press Pres

T, MIDDLE EAST / ADVENT PALACE



Your first goal is to reach the top floor of Advent Palace, and make your way over the roof to your rendezvous point. Despite the absence of assailants to avoid or engage, note that there are traps on every floor - including Sleep Gas Mines and, of greater concern. Claymores. There are plenty of useful objects in the deserted rooms and hallways, so you may want to explore every floor for collectibles.



Stay close to Rat Patrol as you light to escape the Haven Troopers -If you don't follow them, there's a danger that you might be surrounded by more opponents than you can comfortably manage. Furthermore, it's Game Over should Meryl or any of her squad members die, so be sure to contribute to the battle. When Johnny is knocked unconscious, approach him in a crouch-walk position and press @ when prompted to wake him.



BRIEFING: HAVEN TROOPERS

submachine gun, and are known to make use of flashbang grenades to stun their largets during assaults. Don't let them get too close - they can use a garrole to viciously choke Snake. Should this happen to you.

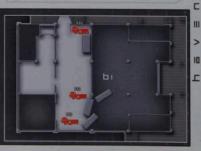
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III



2 F





Stealth isn't an issue in Advent Palace, so don't worry about how much noise you create. However, there are several traps positioned throughout the building, and some are prefty cunningly placed. As primed explosives aren't highlighted by the Solid Eye, you should be especially vigilant. You may even profer to activate highlight bision mode, which makes the devices clearly visible. You can safely collect primed explosives of all varieties by either defusing them with Metal Goar Mix. If, or by crawling over them. Any traps dealt with in this manner are automatically added to Snake's inventory. (Note that the infrared beam trap located in one comfort cannot be disarmed, disregard this completely for now.)

Your objective point is on 4F and, though some mutes are blocked, it's really not hard to get there—use the staircase at the north-east end of the building to each 3F, then head for the stairs in the south-east corner to reach 4F. Once you arrive, head into the bar and collect everything you want, to trigger the next cutscene, enter the conidor beyond. Oh, and ready a few suitable weapons beforehand.

The Haven Troopers launch their assault immediately after the conclusion of the outscare. As with all human assailants, headshols work best, players aiming for a no-kill playthrough should be pleased to learn that the Mix 2's anesthetic darts work perfectly well against them. From behind the bar counter (or, if you prefer, a prone position to the side of it), aim for headshots until you deteat the initial attack wave. Follow All Patrol downstairs when the coast is clear.

Prepare for another batch of assailants to attack from the opposite balcony when you reach 3f. When Rat Patrol move into the diner area, be careful not to get left behind. Your party will now be attacked from both sides — born the area you just left, and the kitchen area ahead. To best protect your companions, it's sensible to first neutralize the Haven Troopers attacking from the rear, then follow your associates through the restaurant area. If you stay tow, only popping up to fire when you have a clear sort, you! If not that Mereyl and her squad do a prefty good job of clearing the way forward (or, at least, drawing attention away from you). Your assailants will usually stay within the kitchen area, but it's prudent to watch the Solid Eye radar— you may be attacked from a different doorway.

Haven Troopers attack from both balconies when you reach 2F, which can prove problematic. Stay low and disable a few on the upper level first, then deal with those on your level when there's less danger of being shot at from above. Again. Rat Patrol moving forward is your cue to follow.

When Johnny is knocked out, approach him in the crouch-walk pose and press & to wake him. This part of the fight can be particularly nasty on the Big Boss difficulty setting; within such close confines, and with Haven Troopers approaching from the newly formed hole in the wall and the route behind you, it's hard to know which direction to defend. The trick, we found is to concentrate on one area in particular. However, note that Haven Troopers will jump from the elevator shaft if you defend the rear, which can be an unpleasant shock if you don't expect it.

Check the immediate area for survivors, then follow Ral Patrol through the hole in the toilet wall. Once Johnny disables the infrared beams, roll over the gap in the floor to reach a secret cache of items, including a GP30 greate tauncher add-on for the AK102. When you're ready, drop down to continue the light. The battle on 1F takes place with Snake and Rat Patrol situated behind a counter, and Haven Toopers on the other side. It's actually easier to operate from one of the two rooms, firing through the doorway rather than struggling to pick shots from an awkward crouching position. It hough be careful not to hit your affiles as they move back and forth.

When the last Haven Trooper falls, grant yourself the luxury of a big sigh of relief. Drop down into the basement via the lift shaft, collect the items down there and head up the rubble slope to continue. HOW TO PLAY

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SECRET: FROG SOLDIER DOLL

If you defeat the Haven Troopers without recording a single kill, you can find the exclusive Fing Soldier Doll in the small Advent Palace Grange area (the last part of Advent Palace before you cell to Cressent Medicinal). Though winning the battle with the Mr. 2 pixtol alone is challenging, it's an eminently achievable teat. The Fing Soldier Doll will appear on the upper deck of the Normad in all subsequent Mission Breining culsicenes.

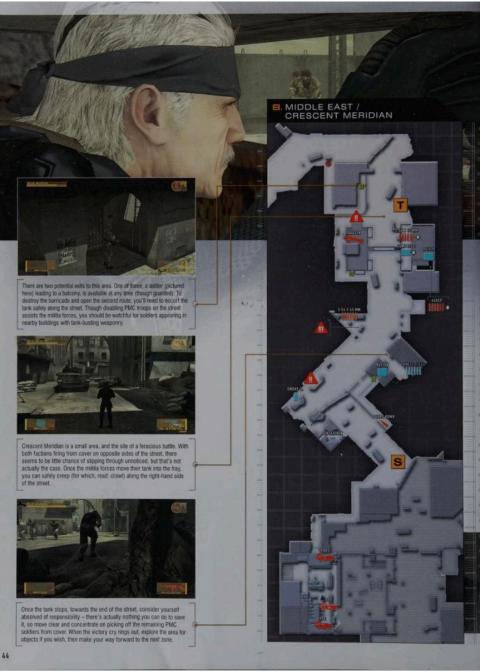
FLASHBACK: THE PATRIOTS

An organization thought to have been founded in the early 1970s. The Patriots is a secret committee believed to wield an enormous, practically unchecked degree of influence (though some theorists say "control") over world governments and major copporations.



FLASHBACK: MERYL SILVERBURGH

Daughter of Roy Campbell, Meryl met (and, indeed, assisted) Snake during the Shadow Moses Incident. She later enisted in an organization dedicated to monitoring Private Military Companics, and became the leader of Rat Patrol Team 01: a special unit composed of herself, Jonathan, Ed and Johnny.





BRIEFING: DUMPSTERS

Snake can hide or take cover inside any dumpsters that he encounters - simply press (a) to climb inside. Hold (b) or till the SIXAXIS controller up to peek outside. If you have a one-handed weapon equipped, you can press 🗊 to lift the lid and aim the weapon in first-person mode; as usual, tap (RI) to fire. To leave the dumpster, press @ again.

A side-effect of hiding in dumpsters is that Snake can be rather fragrant as he exits, with an entourage of files accompanying him on his journey. The foul smell will cause Snake's Stress level to rise, and also make him easier for PMC soldiers to detect. To remove the odor and lose the files, you'll need to either change your outfit temporarily (if possible), or find a quiet spot to roll around to dislodge the worst of the grime. Water is immediately effective, but is rarely available. You can actually enjoy a couple of optional Codec conversations with Otacon if you contact him while Snake is covered in grime.

ALTERNATIVE STRATEGIES

If you decide to support the militia attack on the PMC barricade, it's best to have a sniper weapon. If you collected the M14EBR in the Downtown area. you'll find that it's perfect here. If not, the M4 Custom should suffice. With either weapon, it's best to switch to single-shot mode (bring up the Weapons menu with R2, then press (a) to toggle) for greater accuracy. There's no reason why you can't use the Mk. 2 if you have stubborn pacifist tendencies, but be warned - having PMC troops regain consciousness later in the battle can lead to complications.

After the tank arrives, head over to the opening on your right, then creep over to the exit that leads to the street. From here, you can safely pick off the PMC troops on the opposite side of the road. When the tank draws level, try to follow it on the right-hand pavement, but don't get too close - getting caught underneath its tracks spells instant death.

When the tank reaches the curve in the road, watch the window in the building that faces the street just to your left. A PMC trooper with a Javelin missile launcher will appear, aim for a swift headshot to prevent him from taking aim. Immediately turn your sights to the shattered house on the right-hand side of the street, where another Javelin-carrying soldier will rush into position. Once again, you'll need to react quickly to stop him from firing.

As the vehicle approaches the end of the street, it will blow up the road block. This effectively marks the end of its use to you. Two more PMC troops with missile faunchers will appear on the upper floor of the building just beyond the shattered barricade, and it's certainly easy enough to snipe both of these. After that point, however, subsequent PMC guided missile attacks are launched from a concealed position to the south-east. The tank is doomed, so it's prudent to move clear before it's destroyed.

At this point, the flow of PMC reinforcements stops, and you can finish off the last few soldiers to end the bartle. Before you move on to the next zone, it's worth gaining access to the rooftops in the middle of Crescent Meridian. The principle reason for your visit is to collect the Javelin puided-missile launcher. This powerful weapon costs a cool 15,000 DP to launder at this point, so don't rush to equip it now - but rest assured that it will come in hardy later. Be careful how you return to the ground, as Shake will die if he lates from this height

From your position after the first cutscene ends, head through the

opening on the right. Turn to the right again when you reach the corner and, after creeping past the next opening to your left, crawl through the gap beneath the building. Take a left as you exit, then carefully crawl onto the pavement, allowing

The situation is very simple: PMC soldiers are stationed on the left side of the street, with militia forces mounting their assault from the right. Your task is to creep alongside the militia, sticking as close to the buildings on that side as possible. This can sometimes be a little awkward, as you'll discover when you reach the dumpster positioned just off the pavement ahead. Militia soldiers will usually take cover behind it, which means that you need to go around the front of the container instead. This might seem like a risk, but rest assured - the PMC soldiers have more pressing concerns to attend to.

For the rest of this journey, you simply need to dodge the trampling feet of militia soldiers until you reach a burned-out car just before the road block at the end of the street. As long as you don't get careless, it's actually a painless journey.

From your position behind the car, you need to make a daring crawl across the street in broad daylight towards a ladder on the opposite side. Be very careful when you reach the pavement - don't create unnecessary noise, as the two PMC soldiers to your left will react angrily and immediately if disturbed. When you arrive at the foot of the ladder, turn the camera to check that both are facing away from you. Once ready, switch to a crouching position and press @ to mount the ladder. Climb slowly to the top, then go prone. Follow this belcony to its end and then drop down to move to the next zone.

HOW TO PLAY

INVENTORY

METAL GEAR ONLINE EXTRAS

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ACT 2

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ACT & ACT 5

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While Snake is in the specified which makes a real









If you are detected in this final area, you should probably just make a break for the objective. From your entrance point, it's a red door near the faz night-hand comer. Be prepared to fight your way out of Act 1 if there is an Alert Phase in progress, though — entitorpements actually enter this zone via your ext...



If you go through the building, watch out for a PMC society standing guard inside. Once you arrive at the square with a fountain at its centre, there are two more fromes to avoid. The final area of this zone, through the opening in the wall, its heavily guarded, if smaking isn't you strong suit, you should ready a powerful weapon before you head inside just in case.



Duickly run around to collect the weapons dropped by the unfortunate militia solders for an easy boost to your DP, then follow the road. There are two patrolling PMC troops to either engage or avoid straight away and, beyond them, three more soldiers behind the road block – and, you should note, two turnets. It's easier to sneak through the house directly ahead as the road turns to the right, but you could bully your way through with suitable ranged weapons.

Stick to the payement on the left of the street. Crawl to avoid the two PMC troops as they begin their patrol – it's salest to pause until they pass – then continue until you each a wooden box, with the sead hock ahead in plain view. Wait until the solider's patrol route causes than to face away from you, then crow do until you meach the wife from. When the solider's pauses, stop dead, with additional torces behind him, including one manning a turret, revealing your position now would be a costly mistake. When he sesumes his waik, crawl into the gap between the two buildings directly to the south.

Enter the building through the broken wall, but be quiet — there is a solder standing guard on the floor above. Cauhously prawfup the staincase, and pause as you waith the midway point on the second flight. When the PMC solder here walks towards the window, you can either ghost over to the left, or disable him skiratly to be safe. Either way, ship through the first door, then — as quietly as you gard—hower Suke through the gap in the floor to return to gound level. Crawf as you approach the broken wall that leads outside, as there are two patrolling soldiers in the area beyond.

You need to be callmand patient to successfully sneak through this final section. It should go without saying that crawling, and competent use of OctoCamo, are requisite throughout.

Watch the closest PMC flooper before you move outside, and get a feel for his patrol route—it's a figure eight, of sorts, and fairly easy to read. Wait until the waits to the right of your position, then crawl into the grass directly ahead. Stay there until he completes another circuit, then crawl over behind the large pille of wood while his back is turned. Ignore the hole in the wall, and institud head over to the patch of grass for the left of the large crate. Use the camera to observe the movement of the two sodders asy our move there and, if all all concerned, stop and was the first of the concerned of the control of the concerned of the control o

When the soldier to your right turns away from you, inch forward out of the grass to the edge of the wall on your left (though not beyond), and use the camera to watch and wait for a soldier to arrive beside the large truck in the next area. He'll approach Snake's position, and eventually stand there for a moment before continuing to the left. He has a fairly lengthly patrol route, which gives you'd reasonable amount of time for the precision sneaking that awaits you.

This part can be very difficult, so pay close attention. After checking to the right, craw through the opening to the gray container almost directly ahead. Don't move too far forward — position Snoke to lie behind it, but ansure that his head doesn't poke out at the far side. Stop in this spot and wait for another soldier to approach. He if pause twice before walking to the south end of the area, which is your cue to crawl quickly around the corner to the right, then left behind the tent. This may take a couple of attempts to perfect, but don't worry: after you get over the initial uncertainty (judging overlapping partor incules can be trickly). It's really not as hard as it this seems.

Carry on until you reach the corner of the enclosure, then turn left. After a brief pause, a soldier will begin welking towards you. Though you can hide in the hearby dumpster, it's easier to let him draw close, then knock him out with a Mk. 2 headshof. You're new safe to crawl directly south to the red exit door, but watch your radar/Threat Ring and keep the carriera trained to the left to be safe.

ALTERNATIVE STRATEGIES

As a Socious to the existing steath walkfrough, we should point out that you can go intrough the hole in the wall meritioned briefly at **W**, and follow the outer perimeter of the enclosure to reach the final downly. Be warned though this route, though this little and become atamingly complicated once you arrive at the tower. To reach the cost from these, you have to take three partial routes into account find to mention the solider standing watch above), and the briming is rather delicate. From the pile of wood by the corner nearest to the door, you need to make a break for the exit (first crasking, then crount-walking) as soon as the nearest solider passes you on the return leg of his patrol, and there is easily little margin for error. It's a strategy that experts should experiment with, and everyone also should probably avoid.

For those who prefer direct action and don't enjoy too much creeping around. Then, are a few instances where disabling PMC soldiers with the Mi. 2 fex another silenced weapon can make the infilliation process éasier, but this is an area clearly designed for staillit. The items in the limit area of Millennium Park really don't warrant risty, exploration if you're set on sneaking, but It's worth noting that soldiers in this zere sometimes drop the Masterkey under-barrel shotpun uttachment for the M4 Custom, a rather fine add-on with a standard price-point of 30,000 DP



FLASHBACK: NAOMI HUNTER

An orphan, Naomi Huriter was taken in by the man who (unbeknownst to her) mutder her parents: Frank Hunter, alias Gray Fox. After her adoptive brother was defeated by Snake (Metal Gear, Metal Gear 2), Naomi attempted to gain revenge by injecting him with the FOXDIE virus at the beginning of his Shadow Moses mission (MGST). She later made ther peece with Snake.

HOW TO PLAY

INVENTORY

METAL GEAR ONLINE EXTRAS

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ACT 2

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III You can acquire the useful Magazines to fully a rifle or pistol city. These empty aminumben cases can then be thrown to distanct hossies and encourage them to livere a patrol

■ Flashback

Update: Just to clear up any potential confusion (exposurally if you missed AGS2), we'll incop who Liquid Depote that important liquid in all AGS2, we'll incop who Liquid Depote that important liquid in all AGS2 pareas) possessed by the spell of Liquid Shake (Shake Internationally Alling at the conclusion of AGS31; Sort in all makes perfect aerose.



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SOUTH AMERICA

ACT 2: SOLID SUN

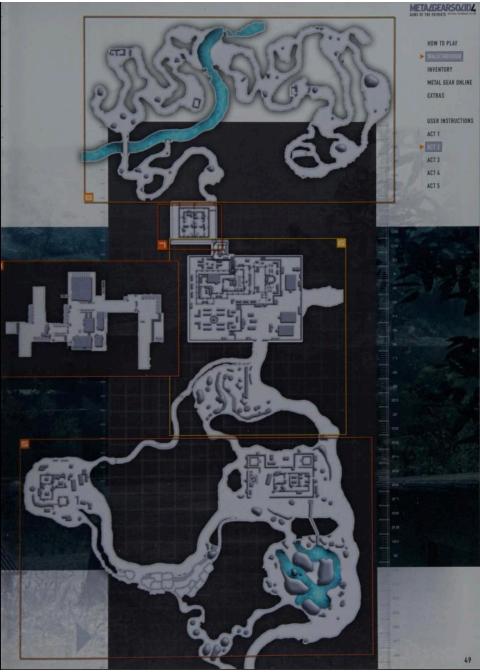
SECRET: MISSION BRIEFING

As soon as the Mission Briefing for Act 2 switches to a multiple-camera formal, you can take control of Mistal Gear Mit, if and explore the Normad. The controls for these interactive cuts/sines are very simple:

- Press (LB) to change to full-screen mode
- Press (a) to transpose the two main video windows (or, in full-screen mode, toggle the current active display)
- Press ® to switch the secondary video lead (by defaul, the smaller wentow in the top right hand corner) between the camera upstacs, and direct control of blotsi Gear Mit. II.

You counted Medial Grow Met. If in the scarce wing as you would during in mission, through certain founders are distalled. On the Suerie deck you can find a Ballary met in the hericoptic and the Cammar goingst defend Surray; compared work, Upstation, you'd heads on Profife have, a door of ammarked and a part of Novice. The anotherous defends published manimum current, where of guidness you see our the ballatellist, while the Cammar can the user to belief surpandors during missioners. We'll inhandour the more interesting applications of this calmost later in the washinguit.

SOUTH AMERICA / OVERVIEW





SECRET: MUNITIONS STORE

Attack the PAMC solders quarting a group of prisoners held at gurpoint as the mission begins, and you can obtain access to a scord area. If you prevent the PAMC troops from mundering their prisoners immediately (smart snipping is a must), the serviving rebets will open the looked door to the small building near your starting position. Among the six codecitibles you can find inside are the five lateral shotgum, the South American Robel Disguiste, and some Musta. The later item is a medicinal plant that helps prevent attitude sciences and repletistics Psyche at a taster rate when equipped. There are some interesting items hidden in the buildings here, including the powerfal SVD automatic emper the and OV explosives. You can only collect 9 the former by roting across the ego to treach the patriom it is hidden on you experience difficulties with the timing of this acrobatic feat, by tapping & repeatedly to make Shake grab for a firm purchase before he falls.



The scene below your starting position practically begs for a bout of concealed sniping, though time is of the essence – as you'll discover if you wait to see where each rebet prisoner is being taken.

The opening scenario at Cove Valley Village presents dedicated steath experts with something of a moral difference can you simply ghost by as the captive rebels are taken one by one and executed? This walkflowood assumes that you are, indeed, a callous yet pragmatic sout, and intend to avoid any involvement.

From your starting position, crawl down the slope to the back of the buildings. Pause as you reach the area at the end of the first house, and allow the patrolling PMC soldier to pass. Continues takingth aleast until you arrive at the end of a compaged metal wall, then rotate the camera to face around the comer. There is a second patrolling soldier just beyond, so wall until he furnis away from you before you crawl not the grassy area. Cheep behind the metals fust, then move along to the end. When you is sure the nearby soldier son't watching, you should be safe to make a break for the shadows just beyond the comer of the building alread. Stay very low here—there's usually another soldier on the building alread, and there may be more directly shaded. When all eyes turn away from you, prawl through the shade to the grass, then onto the sloped path.

ALTERNATIVE STRATEGIES

Stealth Walkthrough Beta

for mis second steaming-wis safety, you'll need to invest in the Mosin-Nagart sinjer rifle from Drebin's Shop. At 60,000 DP (48,000 DP on Wednesdays and Sundays). It's certainty not cheap. However, the investment will definitely pay, off if you apprience difficulties with the main senith wallsting-inh.

Once you have the fifte equipped, crawl to the edge of the grassy outcopp. The Mostin-Nagarit is a both-action rifle, with only live tranquilizer darts per relead, so you really need to make every shot count. You have seven targets to hit and should need to reload no more than once. From the top, then

- Your first larget is the soldier closest to you he should be near (or approaching) the building just ahead.
- Behind him, at the far end of the row of buildings, a PMC soldier will run to investigate. Hit him with a darf straight away.
- Now turn your attention to the two PMC troops guarding the rebel prisoners.
 If you're really quick, they will not have time to react.
- A soldier will open a door and emerge from the house below you. He's in the
 best position to do the prisoners the most harm, so deal with him promptly
- Your penultimals target is to the north-east, and should by now be fining at
 the rebels from a position near to the fire-damaged building. Use the zoom
 function (O & Q) to get a clear shot.
- Finally, look directly north for the last PMC soldier. He's invariably the last of the troops positioned here to react, and should be either firing at the rebels, approaching one of his downed colleagues, or even obliviously continuing his patrol behind the far row of houses. Don't lorget about him — It only takes one soldier to revive all the rest, ruining your plans.

If you complete this shooting spree in an orderly and timely tashion, you won't even excounter a Caution Phase. For some reason, the PAIC troops seem more confused than overfly alarmed as their colleagues tall bloodlessly to tife turn't by to snipe with a standard rifle, though, and you'll see a definite change in their behavior.

On the Big Bass Hard difficulty level, you should have just enough time to race around to collect the most desirable items in the buildings (including the contents of the imunitions store unlocked by the prisoners), before the PMC soldiers begin to wake up. In the meantime, the rebels that you freed will be attacking the quarts on the hill area.

Extreme Force Addendum

If you're really not happy unless you're causing maximum chaos, seel free to use a standard sniper rille—the M14EBR is very efficient for this kind of medium-obstance welvow. The targets you need to hit are pretly much the same as those detailed in the Steath Welkthrough Beta text. though there's one big difference: the use of lathat lonce will initiate a near-immediate Caution status and different reactions thum the soldiers, even if you have a Suppressor equipped. The reinforcements will arrive from the hillside path, so be easily for them.



A henchman of Solidus during the Big Shell Incident, Vamp murdered Otacon's sister, Emma (MGS2). Apparently killed by an accidental shot to the head (the build was actually aimed at someone else), his continued existence is expenditured or markers.

FLASHBACK: SOLIDUS

Known as George Sears during his tenure as U.S. President, Solidus – the secret finid spawn of the Les Enfants Terribles project – instigated the Shadow Moses incident in an attempt to escape from his masters, The Patriots (MGS1) Subsequently responsible for the innoval attack on the Big Shell facility (MGS2). Solidus learned: before his death that his every action had been not merely anticouled by Tille Patriots, but attively encouraged ...

FLASHBACK: ROSEMARY

Rosemary (or simply Rose) is the former partner of Raiden, the main protagonist of Metal Gear Solid 2. The pair separated after the Big Shell Incident, with Rose now (rather scandalously) cohabiling with Roy Campbell. HOW TO PLAY

WALKTHROUGH

METAL GEAR ONLINE

EXTRAS

USER INSTRUCTIONS
ACT 1

FIRE

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ACT 5

Millsok through the window at the first building you pass after the mission starts - you'll see a FMC solder reside perioring a copy of Plantow

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HOW TO PLAY INVENTORY METAL GEAR ONLINE EXTRAS

USER INSTRUCTIONS

ACT 3 ACT 4 ACT 5



If you opted for the pure stealth route, there's a chance that the sneaking rebels will not take kindly to Snake creeping up behind them. At best they'll act with consternation, which disrupts their progress and increases the

Taking this into consideration, it's advisable to keep low, and follow from a safe distance. at first. Hug the rocks to the right until you reach a corner of sorts, and wait in a prone pose. Ready the Mk. 2. When a solitary PMC soldier arrives at the gap between the rocks ahead, hold until he approaches you, then hit him with a dart to the head. (Handily, this is usually noticed by the attentive rebels, who will subsequently refrain from attacking Snake, even if they might have appeared trigger-happy on previous attempts.)

may even open fire on Snake, assuming him to be an enemy

Press forward quickly, staying low through the grass once you reach it, and crawl past the rebel solidier stationed on the fiedge to the right. You can sometimes brazenty crouch-walk behind him if his back is turned. The zone exit is then a short walk away.

Attempting to after the checkpoint likelihood of detection. This is the most common state of affairs. At worst, they reactions to Snake

III II Snake's Psyche

Stick to the shade just in front of the rock ledge, and follow the path until you spot a PMC soldier parrolling above; stop just after the grass ends, and you'll notice him pause very close to your position. When he turns to walk the other way, lollow him carefully. Quickly switch to a crouching position and climb onto the first step to your left, then approach the next ledge - the spot you should aim for is just in front of a wooden fence section with a tree ahead of it. When the patrolling PMC soldier makes his return walk and passes your position, you should again change to a crouching pose. and press. (a) to climb to the next level. Crawl forward into the grass.



Don't be alarmed at the sudden cries of "We've got contact!" and We've got company!" - these actually refer to the three rebel soldiers that attack from a location just above you. This is a definite hindrance, so you'll need your wits about you. Immediately crawl through the grass until you reach two low steps; this reduces the likelihood that the soldier you passed moments before will accidentally stumble on Snake while engaging the rebels. While you shouldn't get involved, have the Mk. 2 or another silenced weapon of choice trained at his head until the danger passes. If the PMC soldier gets too close, neutralize him. This isn't ideal (It increases the danger of detection), but it's better than an Alert Phase.

If you're lucky, the surprise rebel attack will have taken out at least one of the PMC troops in this area. Pause and get a "feel" for your surroundings before you climb the two steps to the next level; it's best to hold up until the soldier just behind you (if he's still conscious or alive) approaches, then turns away. Hop up the two ledges, then crawl straight into the grass to your left. Wait for the soldier further ahead to walk away from you (consult the Solid Eye radar for guidance if you can't actually see him), then climb the two ledges to your left, next to the large rock wall. Crawl into the grass behind the boulder, and freeze until the patrolling soldier on this level arrives on the other side, then turns to walk away.

Quickly climb up on the ledge to your left, then hide in the large patch of grass just ahead. When the soldier to your right turns his back to you, move further forward until you're almost parallel to the crates to the left, but still completely concealed by the grass. Making a break for the next ledge without disturbing the guard below is extremely awkward, so - though stealth purists may disagree on this point - it's probably better to send him to sleep with a Mk. 2 headshot, then make a careful dash for the checkpoint at the too.

ALTERNATIVE STRATEGIES

Stealth Walkthrough Beta

Continuing our alternative stealth strategy, follow the route set out in the main walkfbrough to reach the top of the hill. The difference, though, is that the troops, which makes the climb much less fraught with danger.

After the checkpoint, you get to enjoy a secondary benefit for saving the prisoners: equip the South American Rebet Disguise to enjoy an exhibitanting old-school infiltration exercise. Approach the rebels when they stop, then watch the hand signals of the lead soldier. Follow the two men on the right and dart from hiding place to hiding place as they do, always watching for the silent prompts of the man on point. There are a handful of stops to make and, as we've noticed distinct variations between different sessions, the best tips we can offer are to use the camera to check that you're sufficiently concealed, and to stick tight to your companions. Finally, don't take up too much room - if your inconsiderate use of valuable hiding space forces one of the rebets to stand in an exposed position, you'll rue the consequences. Getting through (sans OctoCamo) without you or any of the rebels alerting the PMC troops is not a trivial accomplishment, so grant

Extreme Force Addendum

if you can. In the area after the checkpoint, the same applies - it can get a little intense if you have a large group of additional PMC troops moving in from the zone exit. If you're desperate to try out the Twin Barrel appropriated from the secret. munitions store earlier, though, this ambush-friendly locale is a good stalking



There's a break in play for a lengthy cinematic interfude when you approach the rusty Stryker in the north-west corner of the map, just outside the power substation's walls. It's followed by a checkpoint.



There are some useful times inside the buildings, so it's worth the risk of sneaking in – the entrance on the east side is usually the safest. If there are solders guarding it, you can 'hole undermeath the nearby truck until either they move on, or you sitently result raite them. While you're there, don't forget to destroy the control pearly pictured here.



There are two ways to approach the power transmission substation. You can go straight aread, and attempt to sneak past the PMC machine guns raising the non-mar's land in front of the south wall, or head right to access the hill area. The latter path brings you into contact with enemy soldiers, but going up there enables you to pick off the two PMC snipers terrorizing the reads forces below. It also offers an excellent overview of the buffeleid.





Crawl on the path near the rock wall to the left when the rebels begin their attack. From there, continue forward in the shadow beneath the rock overhang, being careful not to attract the attention of the PMC snipers. Follow the narrow path ahead until you reach a grassy mound. Pause here and observe the battle. As you can see, PMC soldiers are raking the field in front of the power transmission substation with a wall of bullets fired from two fixed our emplacements. To avoid incidental injury, crawl over to the path on the right, and follow it until you see a fallen log: this should provide sufficient cover. Crawl into the grass on the right as soon as it seems safe to do so.

If you observe the terrain ahead, you'll notice strips of grass that lie between two trees. You need to creep through this area cautiously until you reach the second free Passe and watch the PMC soldiers. There should be one (perhaps two) stationed on the east side of the substation, not far ahead from your position. When these are killed, reinforcements arrive from inside the facility to replace them. The challenge here is to watch carefully, and use the Solid Eye radar to correctly judge the best moment to break from cover; use the Mk. 2 to accelerate this process if you wish. When the path is temporarily clear, crawl forward on the right-hand side of the sandbag wall until you reach the truck. Hide underneath it for a moment, then crawl through the opening in the wall, and turn left to clamber up the small set of steps leading into the station. Check the door to your right (there may be PMC soldiers in that room), and slip by to the left once you're sure that no one is looking your way.

You're now in the main transmission substation control room. Generally, on a stealth playthrough, you can lie in wait here for rebel forces to blow the control panel (shown on the left-hand page), which disables all power in the facility and usually spells the end of PMC resistance. If you're keen to expedite the process, which can take a while, you can perform this act of sabotage yourself. Head over to the Stryker behind the power station to initiate a cutscene with Drebin when the coast is clear. You'll reach a checkpoint when it ends.

PMC presence instead quarding both zones. Naturally, the latter scenario makes

A secondary benefit of disabling the power station is that it allows access to a the south-west section of the facility) with a large metal structure at its center. Climb the ladder to reach the upper level, then approach one of the two heavy wires that link it to the adjacent pylon. Use (a) to jump over the edge of the walkway on the pylon; press & to drop down. Check your Psyche gauge before

The treasures in this secret area include a valuable Rifle Scope, an FIM-92A

ALTERNATIVE STRATEGIES

As sneaking through the lower east side of this zone on the approach to

If you're keen to try the alternative scenario that ensues when the rebels fail to gain control of the area (see "Disabling the Substation"), there is a short-out to the meeting with Drebin. When you reach the grassy mound mentioned at point E. you can actually move to a path that runs alongside the left-hand side of the area. You can follow this all the way to the side of the substation with little chance of discovery, though you'll need to be cautious as you pass the nearest turnet. Drop into the trench HOW TO PLAY

INVENTORY

METAL GEAR ONLINE EXTRAS

USER INSTRUCTIONS

ACT 3

ACT & ACT 5

III If you can collect table There's also attacking from the

III you're on a

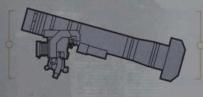




ALTERNATIVE STRATEGIES

patrols to reach the next zone. There are broadly two ways to reach the Confinement Facility in this alternative scenario, and the following stealth-focused walkthroughs explain how to reach them without raising the alarm. If you have an itchy trigger finger, there's no reason why you can't adapt our strategies to encompass some form of creative violence, but we suggest that you use silencers. If you end up in a firefight easy for reinforcements to flank and surround you.

Two PMC soldiers approach your position from the road as soon as the cutscene moment when they reach the crates ahead, then continue walking along the west substation wall. Crawl at first, then get up and crouch-walk rapidly along the road. Pay attention to the path ahead. Hug the wooden barrier when you reach it, get as close to the two barrels as you can, then equip the Drum Can just before the next. pair of patrolling soldiers move into view. The Solid Eye radar will help you with the firning here. Wait until both saunter by, oblivious to your presence, and then



as you approach the entrance, as you'll find a PMC soldier walking directly ahead. Follow him through from a safe distance. When you arrive at the first patch of open space, he'll walk to the left, around the large rock, before pausing. He'll then

When he resumes his walk and disappears behind the second pile of wood, crawl

Pick up the two collectibles in front of the mine (the powerful XM8 rifle and a Javelin missile launcher), then crawl into the next patch of grass at the entrance to the narrow passageway (from the collectibles, it's the first left). Be very quiet

by the large rock you should see in front of you, and the level exit further along. His route is slow and clockwise, so it's fairly easy to predict where he'll be after watching for a moment. There's plenty of cover here, so no massive risk of

plenty of places to hide without fear of someone stumbling upon you from behind. You can now hold your position until the path of your choice is clear.

If you opted against sabotaging the power staffon, and met with Drebin before

Right Exit (Road)

Left Exits (Valley Path)

as it's now also under rebel control. Once you're ready to move on to the next zone, we strongly suggest that you take the "valley path" (the opening to the left of the road), and follow it until you reach a fork at the end. Take the exit to the left - this is by far the best choice for anyone

Having destroyed the power station, you're now free to explore the entire zone for collectibles; indeed, you can even backtrack to Cove Valley Village if you wish.

Note: If the first sight you see after the cutscene is two PMC soldiers

approaching you along the road, skip to "Alternative Strategies"]

making a pure stealth/no kill/speed playthrough.

If you're looking for action, or a new challenge on a subsequent run through the game, take either of the other two exits. These lead directly into the heart of a battle in the snarching for a little chaos, or a stemer test of your sneaking prowess. The main road is perhaps the toughest route to take, as you start in a very exposed position.

HOW TO PLAY

INVENTORY

METAL GEAR ONLINE EXTRAS

USER INSTRUCTIONS

ACT 3

ACT & ACT 5

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(X) If a one of the



Despite its targe size, the Confinement Facility zone is surprisingly simple to sneak through once you know the best route to take. From the start, crouch-walk along the path and drop down the first three ledges as it bends to the left. Stop after the third, and wait for a PMC soldier to arrive in front of you. When he turns away, carefully crawful further forward and wait for firm to walk out onto the road. You can then sneak past and continue along the left-hand path. (There's no point in disabling him, and nor for that matter should you try – annoyingly, another soldier always runs from the load to investigate).

You can crouch-walk behind the cover of the rock face until you reach a wooden fence at the top of the slope, where you should switch to a safe crawl. Continue until you arrive at a patch of grass in front of a large free. then stop and observe the area ahead. You should notice a soldier parolling alongside a truck, a singer in a watchhower, and (with the help of the Solid Eye radar) espy another on the road behind your position. There are more moving around to the left behind the buildings, but these are not immediately apparent.

Wait until the soldier walking the short route between the two flucks turns away from you, then crawl down the slope. Itum right at the bottom, and move along to the far end of the stack of wooden posts. Pause here until the soldier's patient briggs thin close to you. When he turns, take a quick glance at the watchful sniper in the guard tower (if he's storing away you're perfectly safe), then crawl straight over to the fruck on the right and hide beneath it. Cowst to the trook when you see legs pass to your left, and take a long, hard look at the guard in the tower above. When he turns to the right, that's your cue to crawl out and to the right, and then hide behind another pile of wood. Look back to check that there's no danger of discovery from behind, then crawl through the grass and, beyond that, the zone exit.





A former child soldier, Riaden was the central protagonist (for which, read: "pupper") at the heart of the Big Shell incident (MSSZ), where he received assistance from Srake and Ofacon. Estranged from his long-term partner Rosemary as the struggled to come to terms with his chequered past, he was responsible for the rescue of Sumy from The Patriots. His more recent whereabouts are something of a mystery.



ALTERNATIVE STRATEGIES

There are several ways to reach either of the Confinement Facility's two crists, with our suggested paths simply being the most expeditious and love-fix. There's no reason why you can't either the zone via the road entrance from the Power Station in the south-east area, and then attempt a dering "marathoo" route that ends at the exit in the north-west corner. You can find additional tips (and an enlarged map owniview) over the page.

No-Alert Speed Run

Suring from the zone entance scort of the map igue of the next that connects the east and west sectors), take the first right. With one eye on the passing Stryker, tranquilities the PMC solder just ahead. You can then drop down to the road and sprint until you reach the main compound. As soon as you spot a PMC soldier near a row of sandbags, switch to a creeful crawl (though it's sometimes possible to holdly count-levelk just). Take the first left, and make your way through the gap between the rocks, you can count-levelk for a short street here to street seconds from your times.

Once the cover to your right ends, you'll encounter the final (and most testing) part of this high-speed strategy. There's a very high probability that you will see a PMC

soldier close to your right, or just aheat; worse, there's a good chance that additional soldiers will run from the sale exit of the compound. The risk of delection is externely high so, having readled a fully loaded MX. 2 in advance, neutralize any nearby troops with headshots. Wall for a moment to ensure that no others contre to investigate, than make the brief case (or even shorter croupth-run) to the earl just aheat. A good pur time for this stealth sprint through the zone is around 90 seconds, though more during players will be able to stath this to something closer to a minute.

The ∞-Year War

If subtlety isn't your strong suit, opting to shoot your way through the Confinement Facility your expore in a perfectly resonable facilit. However, don't altempt to 'win't bettler - it's simply not possible to matter how many PMC soldlers you clinically dispatch, yet more will arrive to take their place. In actual fact, using lethal force puls you at a distanct dispatvantage if you're set on exploring and collecting thems, any soldies kilder is almost immediately replaced like not-like with another. However, tranquitized or unconscious soldiers will remain inactive until they awaken or are reviewed, and won't be relieved by reinforments. It's semething to bear in mind, especially if you're set on saving the four rebel prisoners (see overtad for details).

HOW TO PLAY

► WALKERBUUG

INVENTORY METAL GEAR ONLINE

USER INSTRUCTIONS

ACT 1

ACT 3

ACT 4

M You can first a box of Chaff Grenades in the main building These will be valuable if so on abortoting a no-kill

MI Doe to the existenciting supply of combilates. The Confirmment Facility is a good place to farming for ammunition and Dense Provest, you should note that the OP perfor are worth approximately 10% of a seapons for that the OP performent you will be owner you will be owner you will be owner you will be owner you will be owner.



META/GEARSO/ID4

HOW TO PLAY

WALKTHRUEGH

INVENTORY
METAL GEAR ONLINE

EXTRAS

USER INSTRUCTIONS

ACT 1

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ACT 3

ACT 4

In The Weichesday and Sonday of Society at Debrie's Shop end at midroight promot. However, they also start when me clock strikes twelve, which can be at benefit during lateraight Tiesday or Saturday sessions.

Ill if you has the face solders had captive in the Continement Facility zone, you'll improve your relationship with the relate facility. Additionally, you'll have a further had relate fighting allongoid you'll inter the Vista Massion area that fallows.

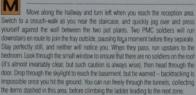


If you entered the Vista Mansion zone from the Confinement Facility exit specified on page 59, you'll find yourself on a raised pathway above patrolling PMC solders below. A rebet attack will begin shortly after your arrival. This will draw afterion elsewhere, which locilities an easy crawf all the way around to the road. As you approach this, a brief outscene will show the arrival of an armored buildozer. Stay where you are when play resumes, and wall for the rebet of which to straight through the main gates, AR PMC soldlers will subsequently be emproved from the part of the zone.

If you start in the lower area, you simply need to sneak to the road to initiate the cutscene. It's slightly harder to avoid defection, granted, but it's not something that should present too many problems at this point in the game.

Crawl through the broken gates and head to the right, behind the first large tent. When you arrive at the corner of the mansion compound, you can usually ubusch—un to the north wall without lear of detection. Check that the path ahead is clear, them sprint over to the steps. Drop to a crawl when you reach them, and stay as far away as you can tom the PMC soldiers to your left as you sneak past.

The manision's back door is just over to the left, but you'll often find that one PMC soldier will annoyingly linger in this area, and sometimes even go inside. While you can make a break for the door if you're sure there's no one around, the safest way to get inside is to continue along the wall until you reach a window. Approach it, sale a glaince at the Solid Eye radar to ensure that notody is in the immediate vicinity, then not and press ® to smash through the glass.





HOW TO PLAY

ALKTHROGUE

METAL GEAR ONLINE

EXTRAS

USER INSTRUCTIONS

► E363

ACT 3

ACT 4

If it you didn't collect it easier, you can the fine Mutua item in the north-west contrait of the compound. This unique item is unique item is unique item is unique item in the interest in the compound which makes it a vital fool if you're attermiting to comprove MISS4 without uning any without uning any

Iff The "Salor" iPod IV tare its leasted between a crafe and the quite east wall of the mars on area. This restores Souke a health when you listen to it, so it's worth picking up or your way past.

ALTERNATIVE STRATEGIES

nere's no reason why you can't op to snear around to the let once yo enter the mansion compound, though there's a greater chance of bein thit by stray bullets if you do. You'll also need to crawl for most of the way, bu you're fee to run once you move behind the west wall of the building.

One side effect of a "pure" stealth playthrough is that it leaves you a fittle underequipped for certain set-pined sattless. This cort a protiem during the largely infillitation-focused situations up until this point as — naturally — you can concentrate on simply slipping by unnoticed, or using COC and the Mic. 2 to temporarily disable troublesome guards. It's no great spooler to revisel that boss battles await you, though, and only having a modest range of basic pistols and rifles at your disposal can make these potentially much harder.

While you can buy weapons from Drebin if absolutely necessary it's possible to save DP by locating a machine gun before you head into the mansion. If you don't alterady have one, your best bet is the PKM carried by certain rebell soldiers for even the M60E4 wisidated by PMC troops). 200 rounds would be a good figure to alm for. Again, you could buy additional ammunition from Drebin later. However, the lowery of immediate delivery has a handsome price. 1, 200 DP per 30 butlets.

BACKTRACKING TO THE CONFINEMENT FACILITY

When the armived bulkforer smashes through the mansion gates, it signifies the end of the conflict in the Conflicteness Facility zone. As the rebels actually an intelligent the conflict in the conflict was as make a return visit to collect valuable learns that you aimset certainly missed earlier of particular note are the Chall Gerandes and M670 Custom miside the main building, which will prove extremely useful in the not-loo-distant future. You can get by without either, but our waitfringer measures that was with skill before to collect hot.

SECRET: AKINA MINAMI

Climb onto the bed when you reach the upstairs room of the mansion, and then look up to discover a picture of Akina Minami. If you examine this in FPS view, Soake will briefly speak to acknowledge the Japanese fashion model if his Psyche bar is less than hill, it will be replenished at a vastly increased rate until you turn his care elsewhere.





There's a Caution Phase in effect when the final cinematic sequence ends. Unless you want this to escalate to an Alert Phase, you'll need to hide Stuke hefore the Hazen Toopers arrive. The best way to fight his battle without being detected, we've found, is to lie down by the front end of the bed in the bottom-right room. If you move Strake's legs under the bed, you'll find that it's an ideal location — it provides a clear view of the two areas where the Haven Toopers lend to pause while searching for you, with a perfectly serviceable Camo percentage of around 70%.

Reach the Mik 2 pistols and wait for the first pair of Haven Thoopers to arrive. They will eventually make their way to the top-right* room directly ahead of you, so knock them out with clean headshots once they move into view. From this point floward, more Haven Thoopers will usually arrive in the top-left room. By using (BB) to adjust Shake's filting stance, you can hit these the moment they fault. If your markinarship is less than stellar, or if you're a little unitudy, you may find that a Haven Thooper approaches your position. You usually have a spill-second to hit her with a headshot before Snake is debelood, but his really into that of a short range.

When the Caution Phase ends, it's sale to stand up. Quickly collect any items you need in the central rooms, then prepare your inventory. Relet to the nearby "Briefing. Preparation" section for lips on what you should no believe you continue. Once ready, non to the outer confider to move to the next phase of this fight.

* Just so you know, directions such as "top-right room" and "bottom-left" room refer to the locales as they appear on the mini-map.

SECRET: CUTSCENE INTERACTIONS

There are hidden cutscene interactions involving Naomi during the cirematic sequences that fall before the Haven Trooper attack. Though the [II] prompt doesn't appear as usual, you can still press the button on these occasions to view the scientist from a first-purson perspective. If Snake's Psyche gauge is at all depleted, each by glance will lead to a sudden bar increase.

Hold (E1) when

- Naomi sits on the bed and attempts to pick up the cigarette dropped by Snake.
- Naomi sits down in front of Snake (just before she says "There's something Thave to tell you.)

BRIEFING: SYRINGE

When used, the Syringe provided by Naomi gives Spake a templorary boost to he Psyche rating, repinioshing it instantly, with the disching gaigle floren while its effects are active. However use this very spanningly—as Nagnii wams, its efficiency with the spanning of unpleasant side effects after relatively lew applications. When equipped as your current flem, you can administer a dose to solders held in a COC hold by pressing & This has a really quite problant deflect on PMC troops.







BRIEFING: PREPARATION

This short section is designed to help players prepare for the battle that follows once all Haven Troopers have been neutralized.

- Equipping the right weapons and having a good "feet" for the lab environment is absolutely essential. The best way to deleat the powerful adversary awaiting you is to take control of the battle, never giving, her a moment to dictate proceedings.
- * If you're on a no-kill playthrough, note that you can use lethal force on Laughing Octopus until she sheds her suit without spoiling your zero kills statistic. A shotguminashine gun combination works best: the former often knocks her over immediately; and the father inflicts large amounts of damage. Explosive weapons (grenades, nockel launchers) are less than ideal, as there's a danger that unconscious Haven Poopers might be caught in the blast.
- Defeating Eaighting Octopus with purely non-liethal weapons leads to a special reward – see "Secret Laughting Octopus Doil" overleaf for more details. If you decide to take this approach, eguip Stun Granades and a shofgun loaded with V-Ring ammunition. She's rather good at dodging and deflecting tranquitizer darts, so use the Mk. 2 only as a last resort.
- Familiarize yourself with the layout of the lab. Note the location of all items that Snake can stand on (particularly boxes and beds), and the position of any low windows he can roll through. These will be extremely useful later.

HOW TO PLAY

WALKYHOUGH INVENTORY

METAL GEAR DILINE

USER INSTRUCTIONS

ACT 1

ACT 4

Malways check your wrapon after cutscered MGS4 occasionally changes your equipment when they end, which can lead to confusion (and accupital kills

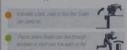
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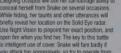


SOUTH AMERICA / RESEARCH LAB

The rolling attack performed by Laughing Octopus is extremely powerful, so we've marked this area map with the locations of places where Snake can stand to avoid it, or windows/low walls that he can vault or roll over as she approaches.



Laughing Octopus will use her camouflage ability to conceal herself from Snake on several occasions. While hiding, her taunts and other utterances will briefly reveal her location on the Solid Eve radar. Use Night Vision to pinpoint her exact position, and open fire when you find her. The key to this battle is intelligent use of cover. Snake will fare badly if you attack too aggressively, so try to operate from defensible positions that don't leave him too exposed.



BRIEFING: FACECAMO

You are provided with the FaceCarno device after the battle ends. This new gadget can be equipped at the Campullage menu, and typically improves Snake's Camp percentage by 10% to 15% when worn.

SECRET: LAUGHING OCTOPUS DOLL

If you deteat Laughing Octopus with non-lethal weapons, you'll find an exclusive collectible figurine on the bed in the bottom-left corner of the top-right room after she sheds her powered suit. It can only be collected during phase one of the Laughing Beauty confrontation (that is, before she is disabled or the "white world" sequence begins), so don't forget to pick it up straight away. This item, along with the Frog Soldier Doll found in the Advent Palace Garage in Act 1, and three other dolls located in Acts 3, 4 and 5, is required to unlock a secret weapon that can be used on subsequent playthroughs.

Once she sheds her suit, there are two potential stages to the Laughing Beauty fight. In the first, she will pursue Snake around the lab, dodging swiftly to the left and right when he aims at her, and catching him in a tender yet deadly embrace if she moves within range; waggle @ to escape. If three minutes pass with no resolution, her health and Psyche gauges will be replenished, and the action will resume in an ethereal "white world". If not killed or disabled in a further three minutes, Laughing Beauty will automatically die

LAUGHING OCTOPUS

The tips that follow are designed to assist players who would like to complete a "perfect" defeat of Laughing Octopus - that is, using no healing items, without harming sleeping Haven Troopers, and with a non-lethal conclusion.

If you're really good - or at least moderately practiced - you can dodge every type of assault that Laughing Octopus attempts. We strongly recommend that you avoid the outer corridor and stay in the inner rooms during attack phases.

. Her standard attack is to use a P90. This can be withering if Snake is caught in an accurate volley on higher difficulty levels, so always stay close to some form of cover (ideally a doorway). Laughing Octopus generally stops firing once your bullets start to hit home (and especially if hit squarely and knocked from her feet with a shotgun blast), so don't relent until she talls.

Laughing Octopus is extremely agile, and will use her tentacles to move rapidly to new locations. She can arrive from any position, at any time.

 When knocked down, she fills the air around her with an impenetrable smoke. If you're close, back away immediately. More often than not, this cloud masks the launch of slow-moving but tenacious homing missiles. Though you can shoot these down (temporarily activate Auto Aim if you want to make this really easy), it's generally safer to dodge them. Stay out of their range, and they'll eventually explode automatically.

· At short range, Laughing Octopus will make dizzying melee attacks, so don't get too close - or if you do, knock her down with a shotgun blast immediately. Later in the battle, she usually attempts an alternative ranged melee attack. Launching one of her tentacles forward, she'll attach it to Snake and electrocute him. If you're prudent with your use of cover, this need never be a danger.

. We've saved the worst till last, of course. When Laughing Octopus rolls into a ball and begins spinning on the spot, you have literally a second to find something to stand on; after a brief pause, she'll fire herself at Snake's position with unerring accuracy. You generally encounter this later in the battle, and it's not something to be casual about: a direct hit can drain approximately 75% of a full health bar on higher difficulty levels. The only reliable way to dodge it is to climb straight onto a crate; box or bed. From safety, blast her with a shotgun as she rolls to a halt. This is why you should, whenever

possible, operate from the two rooms at the bottom of the map - you can simply run onto either bed without pausing to climb.

Hiding Places

Watch the radar to judge Octopus's general location, then use NV to find her. If Snake is injured, this is the perfect time to go prone and wait for his health and Psyche levels to replenish. Generally speaking, winning the battle is much easier if you can exact maximum damage each time you discover one of her hiding places

HOW TO PLAY

INVENTORY

METAL GEAR ONLINE EXTRAS

USER INSTRUCTIONS ACT 1

ACT 3

ACT 4 ACT 5

If you place Stake in a prone first phase of the him. Unfortunately Waggle @ to fleps

IN The outscene that

For the final section of the fight, aim your tranquilizer darts at Laughing Beauty's torso. There's usually a brief delay between her dodge attempts, which is the best time to strike, but expect to waste a fair amount of Mk. 2 ammo nonetheless, Stun-Grenades are extremely effective if you can aim them ahead of her, though. Your reward for this merciful resolution will be the exclusive Laughing Beauty FaceCamo.

OCTOPUS'S HIDING PLACE/POSE	ALCOHOLD !
Against wall/on ceiling	Use a machine gury'shorgun

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10

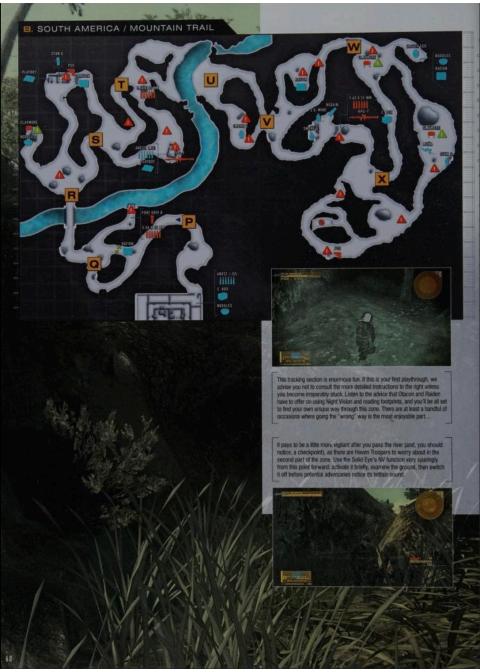
CT Scanner/inside box Her testacles appear convincingly as cables, but the illusion is shattered with W. Use a shotgun.

This shouldn't show up in white on NV, take a quick glance in the direction she is facing to learn how Laughing Octoous is attempting to make a dummy out of you. Use a machine gun/shotgur Posing as Metal Gear Mx. II

The scale makes this a comparatively clumsy subterfuge. Use a machine gun (or a Stun Grenade if you're aiming to obtain the secret

This is an evil deception if you're on a moldi playthrough. You can discern which body is the by looking at the health and Psyche bors on the Suldi Eye madout, the figure will domespond with those in the bip with-fund conner. If ship is lying to be pid to ever very less by a sleeping Haven Trops though, it is safe to just leave the Childreniae, use a machine grun, a Stan Germane is the if you're working to reduce the Psychological existed. Posing as an

A cheap trick, but a clever one. Use a machine gun, and don't stop firing when the sinoke appears. Unlike other instances, you can sometimes drain additional health before she actually moves. Posing as Naomi



To avoid potential confusion in this maze-like zone, we've divided the standard stealth walkthrough into bite-sized chunks. These include tips on all the other things you can look out for white tracking Naomi — though as pathways that deviate from the ideal route usually lead to ambushes, they are purely optional.

Steatth: Follow the path to the north-west, and crouch-walk over the bridge. There's a soldier patrolling in the area beyond, so go prone when you reach the boxes on the other side.

Optional: Take the path to the north to encounter a PMC soldier enjoying a bathroom break. You can sneakily collect a Fore Grip B custom weapon part from beside him while he concentrates on the matter in hand, so to speak.

Stealth: Watch the patrolling soldier carefully, and make your way to the north-east path once it's safe to do so.

Optional: The north-west path leads to a dead-end where you'll find a pot of Noodles booby-trapped with a Claymore hidden in the grass just behind it. The path directly north leads to a small building where a PMC soldier is waiting to spring a surprise attack. If you crawl carefully to the right, you can hit him with a Mi. 2 dart through the back window, though he rewards are larly modest—a box of Stun Grenades, a Playboy and a PSS collectible. You can puzzle over the meaning of the rather cryptic white sign if you like, though we can tell you now that it has no specific purpose.

Stealth: Crawl over to the path to the east, and listen out for the comment made by the PMC sniper on the rock above as you pass him for a little comic relief. Sloo before you reach the first tree in the next open area.

Optional: The path to the north leads to a raised area above the small building discussed at R. You can slide down the slope if you wish. The path to the south is much more interesting, if you were wondering what the singer mentioned above was facusing on, look to the bra discarded on the rock; a little rao casually, it transpires. Follow the path around, and you'll be forced to deal with three PMC soldiers, one patrolling, another admiring a Playloy in the ruined building, and a final one hiding behind boxes just before the river.

Steath: Look to your right — there's a PMC Soldier lying in walt. Pause until he looks along the path he is defending before you move. The alternative, as ever, is simply to send him to steep with a transquilled earl, or to use Metal Gear MK. It to estile him elsewhere. Either way, cross the river once you pass him:

Optional: The path to the east also leads to the river, but takes you far too close to the soldier mentioned above.

Steath: There's a checkpoint here, so save your progress. Follow the (left-hand) path to the east.

Optional: The path to the south leads to an ambush – a Haven Trooper is hiding on the other side of a large log, with another befind a tree around the corner.

Steatth: Crawl over to the north-east path, but be quiet - there's a Haven Trooper not far to your right. Slay low throughout, and take special care when you sneak past a second Haven Trooper (look left) at the end. She has her back turned to you, so just crawl straight by to the right. Slop when you reach the tree sturm.

Optional: As you approach the path to the south, you'll hear brief sounds of a woman in distress. Follow it around, and the spoken entreaties become a little: ... well, listen for yourself. Egyping the Haven Trooper sniper on the ledge above the small building should make things crystal clear; a tranquilizer shot will enable you to pick up the collectibles here without too much fuss. The path directly north leads to another pair of Haven Troopers poised to shoot on sight. You'll find a Ration there, but if you're composed and experienced enough to retrieve it without causing a scene, you undoubledly won't need it.

Steatth: There is a PMC soldier planting a Claymore just off to your right, but you can usually crawl past safely if you stick to the rocks on the left. As the best route forward is to take the south pathway, which makes him a distinct liability. it's sensible to simply tranquilize him. However, doing so before he moves away from the explosive device will cause him to fall directly on top of it—with obvious consequences. This isn't counted as a "kill" (we've checked), but it's hardly the most subtle way to feal with the situation.

Optional: The dead-end to the north-east leatures an Easter egg: a metal plate covered with handprints and signatures from the MGSF development team (including hidden Kopinar, 10)? Shinkawa and Mineshi Kimura, among others) Lie Shake down on this, and you can then register the exclusive Hand Camo pattern in the Camoligage menu. Follow the path to the south-east, and you'll encounter a pair of women's shoes. Unfortunately, but perhaps predictably, they're closely watched by a Haven Trooper sniper.



Steatth: Your ideal route leads to the west, but a PMC soldier usually waits along this path as soon as you arrive in the area. Craw lafter him (don't get too close!), then take the first left before he reaches the end of his patrol. Turn right and enter the underground tunnel to exit the zone.

Optional: There's nothing of real note in this final region — a PSS, a couple of additional PMC patrols, and that's it. You'll almost wish that your curiosity hadn't been sated.

HOW TO PLAY

INVENTORY

METAL GEAR ONLINE

EXTRAS

USER INSTRUCTIONS

ACT 3

ACT 4

MI If you bedistrack to the Research Lab, you can pick up Noodles and a box of armine for the Mk. 2. You cont's other the fab, but the context been are worth the short pourney if you're carried low on healing done on healing deries and banquister durts.

III If you follow the path mentioned at point U in the walkfrough, you'll necessite a flatfoned circle of grass that is rather recovered in the contex of it to hear a mystery monologue. If you wait until it ends, you'll get a DP bonus.





INVENTORY METAL SEAR ONLINE EXTRAS

HOW TO PLAY

USER INSTRUCTIONS

AET 2

ACT 3

ACT 4 ACT 5

E Destroying vehicles - that is, enti of each Act.

annear when Gakko to worry about



Phase 1: Vista Mansion

As soon as you gain control of Snake, equip Chaff Grenades and the M870 Custom (though any shotgun will suffice, even the Masterkey add-on) set to fire the non-lethal Vortex Ring Shot ammo type. Just in case you haven't done this before, hold @ and then press O to cycle through the available ammo types. Tranquilizer darts have no effect on the assailants you face in this area, so holster your trusty Mk. 2 for the time being. Ensure that your shotgun is loaded as you pass through the mansion gates.

and therefore count as kills at the final Act 2 performance summary.

When the soldiers wearing powered suits attack, throw a Chaff Grenade to prevent them from firing at Snake or the Stryker. You can then use targeted blasts with Vortex Ring Shot to deter the surrounding PMC soldiers. It's also very efficient at knocking off anyone who is clinging to the side of the vehicle: effective crowd and passenger control here will make the next phase a little easier. Whenever the distinctive chaff disappears (or just before that point if you're well organized), quickly throw another grenade to restore the jamming effect.

If you neglected to collect the Chaff Grenades in the Confinement Facility earlier, all is not lost. You can expect to sustain greater damage, granted, but you can attempt to minimize this by crouching just behind the Stryker's turret. Concentrate on knocking PMC soldiers down as they climb up, and Drebin will eventually drive the Stryker through the gates.

Phase 2: Confinement Facility

Man the turret and use it to blast the Gekko, prioritizing them in terms of proximity - the nearer they are, the more dangerous they are. If a Gekko gets too close it will jump over the Stryker and attack from behind, so try to take them down as quickly as possible. You can also deploy occasional Chaff Grenades to prevent them from firing their weapons, and use CQC or Vortex Ring shotgun. blasts to get rid of PMC soldiers when they clamber aboard the Stryker.

The thick, acrid cloud of smoke that develops as you destroy Gekko can mask the approach of others. Activate the Solid Eye's NV function to enjoy a clearer view of proceedings. Finally, always aim at the top "head" section of the Gekko. Not only does this destroy them quickly, it also minimizes the possibility that you will accidentally hit and kill a PMC soldier.

Phase 3: Power Station

This is a blessedly simple section once you know what is expected of you. Ignore the tank - you can't do anything about it - and simply pummel the locked green gates with the turret from the moment they appear in view. The only danger here is that you might accidentally shoot a PMC soldier while he climbs onto the Stryker, but this happens very rarely.

Phase 4: High Woodlands Highway

Again, this is a relatively easy sequence if you're moderately accomplished in your use of the turret. There are no PMC soldiers to worry about, so you can concentrate exclusively on shooting Gekko. Focus on destroying individual units in turn, as this reduces the number of potential weapons firing at you; as a bonus, you'll accrue a greater sum of bonus DP (see margin note) by the time you reach the final Marketplace area.

When play resumes, go prone in the shade to the left to regain Life and Psyche if you would like to avoid using healing items. Ready the two Chaff Grenades collected earlier if you have them. You need to pick a way through the market stalls and rampaging Gekko, avoiding their deadly feet and insistent weapons systems. A single kick can result in instant death on Big Boss Hard, and the presence of innocent civilians precludes any attempt to use explosive weaponry to clear a path.

The solution, as with the opening of Act 1, is to just make a run for it. As the Gekko can turn up in a variety of positions, it's impossible to recommend a foolproof path to the zone exit. However, the following route seems to be the most consistently reliable.

- . Run directly ahead from your starting position; then take a left behind the first set of market stalls.
- . Throw a Chaff Grenade if you have one, then dart from cover to reach the small section of metal fence. You can vault over this to avoid the Gekko that usually blocks the path to your left.
- . Sprint straight over to the stall just ahead and to your left; and hide behind it. You can find an M72A3 missile launcher here.
- . Wait for the Gekko just beyond the stall to smash through the marketplace area leading to the zone exit, thoughtfully destroying all obstructions that block your safe passage through. Let it return and pass by your position, then throw your final Chaff Grenade and sprint for the zone exit.
- . Don't look back: just run. A final Gekko will land at the opening between the two low barriers, but there's absolutely nothing you can do about this. Run directly towards it and, just before it can sweep its leg around to lash out, roll through the gap with Snake angled slightly to the right to make an extremely narrow escape.





EASTERN EUROPE / MIDTOWN: INTRODUCTION

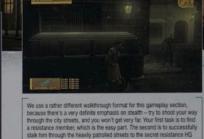


reterring to the walkthrough unless you're completely stock - it's a unique challenge, and unlike anything else encountered in the Metal Gear Solid series before now.

that the resistance member takes — and if that happens, you're on your own. We've found that he usually rejoins the "standard" path at a later date, but there's simply no way that we can document all possible variables and eventualities here.

GENERAL TIPS

- * As long as you don't lose track of the resistance member, there's no need to use the Signal Interceptor. The Solid Eye is a much more valuable tool. Besides, your target won't usually continue with his walk until you approach his position.
- . Unless you actively want to complicate matters, discard Snake's default disguise and switch to full OctoCamo (including FaceCamo). You should crawl in most instances, switching to a crouch-walk if you're absolutely certain there's no risk of defection. Only adopt a standing posture if discovered and in need of a rapid escape.
- . There are regular checkpoints after each load break, so save your progress at each one. In a worstcase scenario, you can then reset and reload if things go badly.
- . The resistance member will pause and wait whenever he encounters a PMC patrol that he cannot pass; this is signposted by a change in music, from the standard area theme to a moody, bass-heavy piece. If you wait, he'll eventually choose a different path.
- If the resistance member is spooked by your clumsiness, or if you disable PMC soldiers while he is watching - he'll run for a hiding place. Wait for a while, and he'll return to resume his journey. He's sometimes very careless when he sprints for cover, though, and may encounter PMC troops, who will arrest him on sight.
- Though you can save the resistance member by neutralizing his captors if he is arrested, it's sometimes too risky to attempt it. If you leave him, he will be marched to one of several road blocks, and then escorted from the zone - this is shown in a brief cutscene.
- . If a resistance member dies or is captured, just wait patiently. After a while, another will arrive via the entrance passed through earlier, and will make his way to your position. However, this supply of resistance members is not boundless - if too many are caught or killed, it's Game Over.
- Watch your environment carefully for potential hazards. Searchlights are to be avoided at all costs. and even litter (particularly cans) can reveal your location if disturbed.



without raising the alarm. There are five map "zones" in total between you and the objective. How many of these you visit, and the route you take, depends on both your actions and the chosen difficulty setting



Make too much noise, or stand incautiously in plain view, and the man you are tailing will become suspicious. If you're seriously indiscreet and he actually sees or hears you, he will usually run for a hiding place - but he may even draw a weapon and open fire. In these instances, find somewhere to hide, and wait for him to resume his walk. You really don't need to get too close - the Solid Eye radar will enable you to keep track of his movements.



In most areas (particularly on lower difficulty settings), you can simply follow the resistance member's lead as you slip by PMC patrols, which can include helicopters sweeping the area below them with searchlights and even road vehicles fitted with turrets. In certain instances, though, you may find that you need to act as a "guardian angel" for your target, either taking improvised steps to prevent PMC soldiers from detecting him, or disabling his captors should he be arrested.



- member walks by, then trail him from a safe distance.
- When his progress is halted by the presence of two guards, hide behind the metal enclosure until he turns around. This should take approximately 30 seconds. Follow him onto the balcony above the guards, then carefully crawl after him.
- Stay at the top of the ladder as the resistance member stands below, watching the PMC soldier at the end of the street. When he opts to take another route, climb down and follow him into the park.
- Hide behind the hedge and wait until he relieves himself, then crawl along the path after him. He'll pause behind two PMC guards. Conceal yourself in the long grass behind the tree in the north-east corner of the park.
- When the resistance member throws a grenade, wait in your hiding place until the Caution Phase ends, then go down the nearby steps. Head north, and take the road on the right. Your target will be admiring a poster of Minami Akina, but will move on when you approach.
- Go prone on the right-hand pavement as the patrol vehicle passes by, then follow the resistance member to Midtown Central Sector (turn to page 76).

NAKED NORMAL & LIQUID EASY

As Big Boss Hard up to point 0, but with fewer PMC guards, note that the patrol vehicle doesn't appear at all on Liquid Easy. Trailing him from a safe distance, follow the resistance member to Midtown NE Sector (turn to page 78).

ALTERNATIVE STRATEGIES

This is purely a tip for players attempting a speed run on Big Boss Hard. as it helps to shave a few minutes from the Midtown section. Go straight to the balcony mentioned at 10 and climb down the ladder at the other side. Tranquilize the soldier at the end of the road (mentioned at point 6), and hide his body behind the nearby car. Now hide and walt for the resistance member to arrive. He'll take a completely different route to Midtown Central Sector, skipping the park area entirely, and will eventually return to the "standard" path at point @ of the walkthrough on page 76.

HOW TO PLAY

WALKTHRO INVENTORY

METAL SEAR DILINE

USER INSTRUCTIONS

ACT 1 ACT 2

ACT 4 ACT 5

Easter egg 1: you may notice a watch you. When though, he'll move over to investigate

> Easter egg 2 When you reach the park there is empty "space" for a missing statue. much like the one up and hold @ you can use it as a place to hide from PMC soldiers or the though, neturally. straight away after

B. EASTERN EUROPE / MIDTOWN CENTRAL SECTOR



Big Boss Hard -

FLASHBACK: BIG BOSS



Legendary warrior embitmend anarchist, protegie of The Boss, "father" to Snake, Liquid and Solidus, Snake's ultimate nemesis in Metal Gear 1 and 2, central protagonist in Metal Gear Solid 3 — how can we begin to summarce Big Boss in such a short space? For now, to avoid potential spoilers, it's enough for you to know that he's somehow still alive...

BIG BOSS HARD

- The resistance member can be found just around the corner, gazing at another poster of Minami Akina. Go prone and wait from a safe distance, even as he begins to walk away. As you'll soon discover, his longing for the Japanese (and, evidently, worldwide) icon becomes too much to bear, and he sprints back along the bridge for another private moment with the photograph. When he leaves for a second time, follow him until he reaches the square.
- Don't panic about the whereabouts of your target should he disappear from view in this section be most simportant thing is to avoid detection yourself. He's heading down to the waterway, so you'll catch up with him soon. There's a helicopter with a searchlight flying overhead, and being caught in full view by its beam will lead to an instant. Alert Phase. Crawl beside the first two parked vans, staying in the road and rotating the camera to keep the helicopter in sight, until you reach a targer van. Move around behind it, and onto the pavement. There are two guards not far behind this last vehicle, so making any noise will be a potentially fatal mistake.
- Crawl to the top of the steps, and study the opposite side of the waterway to observe the PMC soldier over there. As long as you are not directly in his field of view, it's safe to move down. When his peripheral vision might potentially encompass Stake's position, either stop dead, or inch forward at the very slowest crawling speed. Don't rush this you usually have a period of grace before the searchlight moves towards your position, and you'll be reasonably safe once you reach the shadow underneath the bridge ahead. When you get there, stop and watch the progress of the searchlight.
 - side of the waterway until you reach the shadows beneath the second bridge. Once you're sure that the resistance member is sufficiently far away, drop into the water and cross to the path on the other side. Glance back at the chopper to ensure that you have enough time, then approach the opening that the resistance member walked through. Be very careful here — he will turn to face your direction, caulfously backing along the passage, fearing that someone is following him. If you wait behind the wall, out of sight, he'll eventually turn and exit the zone. Follow him to Midtown NW Sector.

EASTERN EUROPE / MIDTOWN NW SECTOR



BIG BOSS HARD

Switch to a crawling position wimediately, and wait for a moment—if you're too hasty you'll sook your quarry straight away, which ean lead to difficulties. Carefully crawl out and observe as he wades through the water. There's actually no need to follow him, as he'll be returning to your current side when he reaches the next bridge. Wait for the searchlight to pass overhead (note that you need to wait towards the back of the shadowy area — too far forward, and the helicopter crew will spot you), and then creep over to the alcove on the left if you need an immediate hiding place, or otherwise make straight for the shadow under the second bridge. Crawl up to the top of the steps, then hum left. Cross the bridge and take the first right.

Slowly approach the hole in the wall to the left of the second set of (closed) gates, then deploy Metal Gear Mk. Il and engage its steath function. Move it (or, if you prefer to anthropomorphize, him) through the opening, and turn left. You need to bump into the can just behind the two PMC soldiers at speed to knock it clearly away from its current position; towards the right side of the read (from your starting position) would be best. Once you've accomplished this feat, continue north and around the corner to the left. Do exactly the same with the second can behind the next PMC out, but ne described Metal Gear Mk.

Pause for a few seconds to allow the soldiers to get back to their original positions, then return to the road. Turn right, and sneak along the powernest until you spot the resistance member. Crawl carefully behind both sets of PMC soldiers, then billow your target to Middlown NE Sector.

ALTERNATIVE STRATEGIES

With video games, the most effective way to solve a problem (snt always the most enjoyable. In our walkthrough for the Midtown NW Sector, we reveal how to sneakily move the two line cass that the resistance member might accidentally stumple on, leading to his arrest in both instances. If you follow our guidance to the letter in that area, you'll miss an amusing experience. The first can is a trial, but when you encounter the second without prior warning, you can't help but snigger – even if it is through slightly gritted teeth. You can almost hear the Kojima Productions design feam chuckling as you attempt to save the resistance member from a second bout of calaminus clumisings.



BRIEFING: SIGNAL INTERCEPTOR

The Signal Interceptor only works in this one part of MSS4, and has no further use thereafter its sole function is to highlight the general "area" that a resistance member is located in on the pause menu map. It's worth a by if you get hopplessly lost on a first playthrough and don't want to resort to using our maps unless absolutely necessary, but the Solid Eye is actually a much more useful tool in general. HOW TO PLAY

WALKTHROUGH

INVENTORY

METAL GEAR ONLINE EXTRAS

USER INSTRUCTIONS

ACT 1

Plan

ACT 4

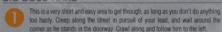
ACT 5

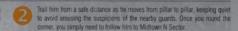
IIII. An attention way to inche the residence member through the feel waterways is to direct into the weets and stay substrateged to dough the spotigms. However, if you are spotled, note that you cannot perform COC white wading.

III Though thesis nothing of vital importance, you can collect some useful finns and annuration in the city street. Being Snake the earn collectible is a hough took though to a bottom building the services of a chakent Meal Goar Mik ii if you capy anything that calcated Meal Goar Shi ii if you capy anything that calcated Meal Goar Shi ii if you capy anything that calcated Meal Goar Shi ii ii you capy anything that calcated Meal Goar Shi ii ii you capy anything that calcated your area.



BIG BOSS HARD





SOLID NORMAL, NAKED NORMAL & LIQUID EASY

- The resistance member is hiding just off to your left, at the end of the street, which isn't immediately apparent. Go prone, crawl carefully along the road towards him, and then stop as he strolls over the crosswalk (or "pedestrian crossing" for our European readers). You can then resume your silent pursuit.
- Crawl through the arch, and around to the right. There is a helicopter hovering over the square, scouring the shadows with a searchlight; there are also a few PMC soldiers (the exact number depends on your chosen difficulty setting). As long as you stay low on the pavernent behind the parked vehicles, there's little danger of detection.
- Follow the resistance member along the next street until it bends to the left, then wait and watch from a concealed position as he creeps behind two PMC solders (note: only one on Liquid Easy). Unforturately, concentrating on his would-be captors, he fails to notice are empty metal container at his feet and accidentally knocks it over. This leads to his immediate arrest.

From your hidding position, ready your Mk. 2 pistol and track the movements of the FMC soldiers. You need to hit both with two precise headshots, for a "perfect" takedown, you should neutralize the soldier walking slightly behind first. More often than not, the resistance member will run up the nearby steps and hide for a moment, before resuming his journey. There is a chance, though, that he will make the ill-judged docision to run back into the previous square, only to be arrested for a second time. Should that happen, you'll just have to wait until he is taken into custody, then hold your position until a second resistance member arrives.

(If marksmanship isn't your strong soil, note that you can sit idly by as the resistance member is escorted away. Once the coast is clear, run over and kick the metal container clear of the pavement. When a second resistance member arrives, you can be assured that he won't make the same mistake.)

Finally, once safely beyond the previous flashpoint, simply tail the resistance member until he reaches the exit to Midtown N Sector – your next (and final) destination in the Midtown area.



SOLID NORMAL, NAKED NORMAL & LIQUID EASY

As with Midlown S Sector, the route you take is functionally identical to Big Boss Hard, though there are tweer PMC guards on lower difficulty levels. The biggest change is that you won't encounter a patrol vehicle at Θ , and that there isn't a sodider at Θ . On Eliquid Easy, you can even crawl straight over the junction rather than taking a defour at Θ as there are actually no guards there at all.

BIG BOSS HARD

- Wait until the resistance member emerges from the courtyard just ahead in his crude yet effective PMC disguese, then crawl after him. You can't follow him onto the main road, so take the path to the right instead. Cross the next street and move onto the pavement, then head left. Crawl down to the side of the white van.
- There is a PMC patrol vehicle driving in a loop around this area, so wait until it passes before you inch out to the right. Be careful white moving around the corner Snake has a tendency to start up it he bumps into corners white crawling, and that could spell disaster here. Snake behind the two quants, and onto the pavement of the road leading north-west. It's usually wise to pause behind the parked car until the patrol vehicle has made a second pass.
- Crawl up the slope to the end of the pavement and, when the coast is clear, across to the pavement on the opposite side. Stop as the patrol vehicle drives by for a third time, then take the ned left. When you mount the corner, you life see the resistance member standing with three PMC soldiers. De of these will ammediately peel off to the right, the other two will accompany your target to the end of the alleyway, whore another will depart to the left. The final soldier will move along a park to the night stortly allewards.
- Check to ensure that the patrol vehicle is a safe distance away, then follow the resistance member across the road. There are no PMC soldiers to worry about here.
 - At the end of the alleyway, listen out for an approaching patrol vehicle, then crawl over the road in pursuit of the resistance member. Be very careful as you approach the top of the slight slope. When you reach a barrel beside a road sign, stop and wait. There is a PMC soldier on a very short patrol route on the side-street to your right. Tranquitizing him isn't an option, because his body will fall in plain sight, so you'll need to time your crossing to perfection. Pause until the vehicle passes, then wait for the soldier to turn away from you. Crawl past the entrance immediately: there's just enough time to get behind the cover of the next building before he turns to face you.
 - Move to the end of the pavement, then hold until the patrol vehicle makes a final pass. You're then sale to crawl straight over the road to the sloped driveway. When the resistance member removes his disguise, follow him to the left to exit the zone.

HOW TO PLAY

ETANGE TO SERVICE

INVENTORY

METAL GEAR ONLINE EXTRAS

USER INSTRUCTIONS

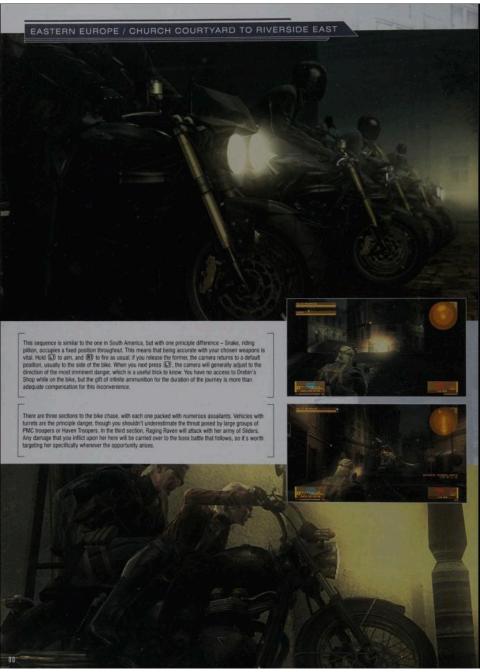
ACT 2

> F. T. C. D.

ACT 4

at Eyolaria sterepting a "perfect sterepting a "perfect playfrencing how belte, no a stere, no feating herror used, and so furth, the oset section of the game is enteroney difficulty levels. Unless you an ingine difficulty levels. Unless you always have tree, you can it to the odds saignify an your bear of a vocasing a level sterep a feating have tree. you can it to be you make a level product in the contract of the contract o

If you hold up the resistance member by sneaking up behind him with a weapon stown, he may drop an irrodiff turn what you search him.



FLASHBACK: EVA

A pivolal figure in the events of Operation Snake Eater (MGS3), EVA failed in her secret mission to seize control of the Philosophers' Legacy for the Chinese government. The cutscenes that you have just viewed pretty much cover everything else.



BRIEFING: SLIDERS

Though glimpsed briefly back in Act 1, Silders make their list appearance as an enemy that you can actually fight during this bike chase; they're also an integral part of the combat that takes place in the next zone. There's little need for extended tactical guidance, though, as they're actually very simple to destroy—a few well-placed bullets is always sufficient. As with other non-human assailants, you'll receive a nominal DP bonus for each one you dispatch.

PREPARATION

Note: This walkthrough section is intended for players attempting a no-kill playthrough, if that doesn't include you, just break out the big juris (or at least those that can be wielded with one hand), and enjoy the opportunity for a little indiscriminate shooting. The tips to your left should be sufficient to get you to the end of this spectacujar sequence.

As soon as you gain control of Snake, ready the Mix. 2, Stun Grenades and (optionally, though optimatily) a fivin Barrel shotguin loaded with V-Ring ammunition. You can also ready a submachine grun if you would like to earn a little extra DP by shooting down the Silders when they enter the fray, but this isn't mandatory. Before you begin, there are two things you should know. Firstly, a single tranquilizer dar to a PMC solder or Haven Trooper is sufficient to knock them out during this sequence. Secondly, be careful where you throw Stun Grenades – when you're moving at high speed, you're more likely to harm Snake and his companions than enemy soldiers.

CHURCH COURTYARD

- This is the shortest part of the journey, and the least complicated. Due to the high speed of the chase here, use of Sun Grenades is inadvisable. Concentrate on knocking down as many PAC soldiers with trangulitzer darts as you can manage, and you should squeeze through with no more than a couple of hits.
- One part that warrants further mention is the second Gekko encounter, Ignore the giant war machines, and instead focus on disabiling the PMC soldiers directly ahead. Once most of these are out cold (or all of them, if you're really good), turn your attention to the group that arrives to your left.

RIVERSIDE WEST

- There are several solidiers at the first corner. Throw a Stun Grenade immediately to disable some
 of them, switching to the Mr. 2 or Twin Barrel. With good aim (or a lucky bounce) and a few shots
 as you pass, you can get by without any damage.
- When the PMC vehicle arrives, don't worry about it it's not actually a danger to you. Dislodge the Haven Trooper that lands on the root of the van for a little target practice.
- When you pull out onto the inverside road, throw a Stun Grenade towards the vehicles to your right. As EVA turns to the left, throw another Stun Grenade to the left of the road-flock ahead, most of the PMC seldiers arrive from the alley and congregate in this position. We had a lot of success with fooking down at the ground and throwing more Stun Grenades at their feet, though accomplished marksmen will probably faire just as well with the Mk. 2. There's not a great deal that you can do about the turnet operators from this range, but we've noticed that their firing accuracy is usually less than impressive. When EVA turns the bike around, quickly reload your weapons.
- This is the unpleasant part. Ready either the Mk. 2 or Twin Barrel. When EVA makes the jump beside the two PMC vehicles, you need to disable one (or, ideally, both) of the turrel operators before the slow-motion sequence ends. If you den't, you're going to take a lot of damage. When the bike lands, concentrate on the turrel operators (if still correctious), then turn your affection to the PMC troops.
- There are no further stops until you reach the next zone, though the streets are crawling with Haven Troopers. If you managed to get past the second roadblock with Snake's Life gauge approximately half full (a difficult yet achievable goal), you should be able to reach the next load break without using a single restorative item.

RIVERSIDE EAST

- Snake's Life and Psyche gauges are replenished after the cutscene. Equip a submachine gun.
 Shoot as many of the Silders as you can, and try to hit Raging Raven to bring down her health. If you'll need to hit her with tranquilizer darts or V-Ring shotgun blasts.
- After a while you'll pass a PMC vehicle, which will give chase. Use the Twin Barrel to disable the turret operator.
- From this point forward, you'll need to alternate between a submachine gun to shoot Stiders, and the Mk. 2 or Twin Barrel to pacify Haven Troopers and PMC gunners. As you're moving at such speed during this section, Stun Grenades are generally a poor choice.
- When you reach the section where the streets are packed with Haven Troopers, use the Mk. 2 exclusively. Try to disable as many as you can from range; accuracy is absolutely vital here.
- The last dangerous stage is when EVA turns right and heads down two sets of steps. Use the Mik. 2 to render the Haven Troopers unconscious as you approach them. Once you pass this area, you're free to holster your weapons and enjoy the fireworks if you wish.

HOW TO PLAY

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all type/re attempting a particul picytrough after completing McSF at least once, the no healing stern's requirement makes the otherwise extracting on-rails sequence something of a risk deling through it without using a single flusion is perfectly very had on the righter difficulty setting. The spardesigned with tills challenge in mind, but there are a less additional trick that we don't reveal here

spoilers. You can find

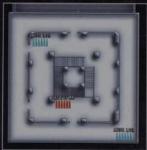
these on page 170 of

the Extras chapter.

E. EASTERN EUROPE / ECHO'S BEACON



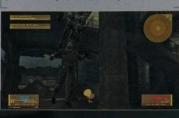
3F



4F



Outright aggression is the best strategy against Raging Raven. If you attempt to play a cat-and-mouse game, staying inside to sneak occasional por-shots at passing targets, the Beast and her swarms of Siders will wear you down by unexpectedly flying by from various directions, often fining as they pass by. Worse still, Raging Raven has some powerful melee attacks. To make the battle as paintess as possible, you should head straight up to the top floor and go on the offensive.





Your pronty throughout this set-piece battle is to neduce the number of States Styling around the tower to a bare minimum. Not only does the limit the number of aggressors you face, it also plays a with ride in exceedating Raigner Raiven's four tamper. The angiers she boomers, the less likely it that after will sue her more devestating attacks. Keep moving at all times on the upper walkway, and purment her with powerful vespoors as you oddge her genades, As with the confrontation with Laughling Octopus, the intial Beast stage is followed by a brief figit against Raigning Beauty.



R

RAGING RAVEN

Preparation

- If Snake is alling after the motorbike sequence, move underneath the stairs
 and lie down to recove health. This position is usually completely safe at the
 start of the fight. You can actually return here whenever your Life gauge is
 running low to catch your breath, though there's no guarantee that you won't
 be attacked on subsequent visits.
- In the upcoming boss battle, your choice of weapons depends on what you intend to achieve, Ideally you should know a sniper rifle (the Mosin-Nagant if you're looking to obtain the secret Raging Raven Doll), and a suitably powerful automatic rifle to use against the Stiders. Raging Raven tends to dodge regularly, so should you choose explosive ordinance, be sure that it's sufficiently stat to reach the before she moves. Finally, if you plan to spend any time inside the building on the lower floors, which we don't explicitly recommend, a shotgum (optionally loaded with V-Ring ammunition) will help you to deer the advances of the Beast If she comes looking for you.



Attacks

If you approach this ballfe in the correct way, you need never experience the more deadly parts of Raging Raven's offensive repertoire. Just for your information, though, these are the potential assaults you can expect to endure if things really aren't going your way...

It you're operating on the outer walkway of the middle floor or the top floor. Raging Raven will file genades towards Snake. They destroy sections of the brickwork on contact, and Snake can be knocked over the edge in areas where the barrier has been smashed. Press to make him half himself back up. A less common attack type is when she unleashes a berrage of grenades, this can be avoided by simply furning tail and running until she emphs her clip.

- Raging Raven uses different grenade types, including flashbang and incendiary varieties. The latter can set Snake ablaze. If this happens, use forward rolls to extinguish the flames.
- Raging Raven and her Stiders will regularly fly flrough the building if you stay inside.
 If they are aware of Snake's position, they may five a projectile in his direction. If you don't do enough to manage Stider numbers and bookingly lotter inside the building for extended periods, they may even fly through in a "swamm" of sorts.
- When she enters the tower interior, Raging Raven's standard attack is to fire a rapid barrage of grenades at Snake.
- Once her Life bar is below 75%. Raging Raven will begin to perform "grab" attacks whenever Snake is on the two lower floors of the building. Waggle ® to free him.
 If you don't escape in time, Snake will be stammed to the ground.
- After Raging Raven has grabbed Snake three times and has performed at least one floor slam, there is another possible outcome. If Snake laids to escape, she will carry him above the building, then drop him from a great height. If you press & at the correct time. Snake can catch a ledge as he falls past. If you fail, he plummets to his death.
- When you hear beeping, approach a staircase and hold up for a second. As soon as the beeping becomes more insistent, run up or down as applicable.
 You're usually safe from the large explosion that ensues, as it's generally confined to a single region.

General Guidelines

In the Raging Raven fight, attack really is the best form of defense

- Make your way up to the top floor, then set about destroying as many Silders
 as you can find. This infurates Raging Raven, which is a good thing —she
 loses focus when she's angry, which usually means that she won't use her
 most lethal attacks. The Silders you eliminate are replaced by periodic waves
 of reinforcements, so thin their numbers regularly.
- Unless you need to go inside to heal or dodge one of her more explosive attacks, you should fight the entire battle on the top floor. Once you've engaged Raging Rawn's attention by shooting her as she passes, she if float and fire grenades at Snake. If you pay attention, these are simple to dodge; a dive to the side will usually move you clear of the blast radius. We found that the best technique is to stay in motion at all times, strafing along the side of the building she is facing.
- Keep track of Raging Raven and hit her with whichever weapon type you
 preter. Sniper rifles work brilliantly (especially if you're cool enough to pick
 a clean headstot while on the move), but using the standard third-person
 viewpoint is generally line as well for hitting Raging Raven with body shots.
- If you hear Raging Raven say, "I'm overheating!", she will lify to the roof of a nearby building and temporarily disengage her personal Slider unit. Though she has a fendency to use a Stun Geneade to mask her departure, if yo follow her flight path and identify where she lands. Hit her with a sniper rifle shot as soon as you can. As this brief break enables her to cool down, you'll need to set about destroying Sliders to send her into a renewed fury.

Raging Beauty

As with the Laughing Octopus fight, you need to knock Raging Beauty out, kill her, or hold on until the end of the "white world" phase to complete the battle. If you opt for a non-lethal conclusion, you'll receive the Raging Reauty FaceCamo.

SECRET: RAGING RAVEN DOLL

If you found the Frog Soldier Doll in Act 1 and are collecting secret figurines by defeating each Beast with non-tethal techniques (see page 66), you can find the Raging Raven Doll on the top floor during the first stage of the Raging Beauty confrontation. HOW TO PLAY

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in it you led during a guck way to descard to a timer floor is to drop off the edge. Shake 1 gibt, then press. A again to goah a ledge below as Smake tifle part.

III No matter how you choose to crist it, you will receive the powerful and security MS2-140 greads launcher once the battle is over.

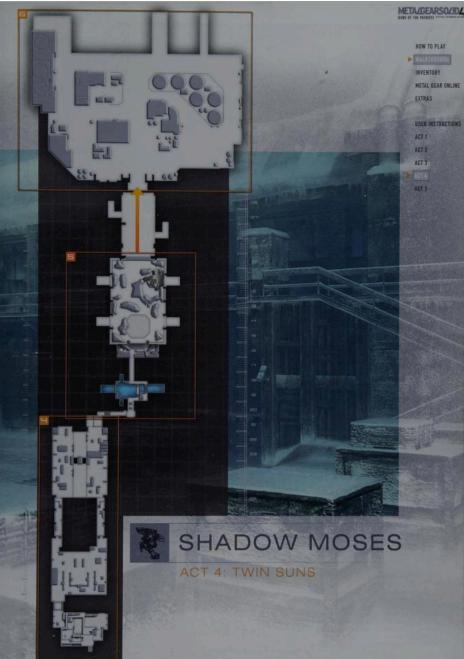
- SNOWFIELD, HELIPORT & TANK HANGAR
- CANYON & NUCLEAR WARHEAD STORAGE BLDG
- SNOWFIELD & COMMUNICATIONS TOWER
- BLAST FURNACE & CASTING FACILITY
- UNDERGROUND BASE & UNDERGROUND SUPPLY TUNNEL
 - PORT AREA



SECRET: MISSION BRIEFING

You know the drift by now, when the Mission Brieting screen switches to a multiple-camera formal, take control of your mechanical scoul by pressing @ Metal Gear Mx. It replaces its unfortunate horbear, but it's functionally identical in terms of control and abilities. You can find a Regain and some armon on the lower feek, with a Battery and an Podrift fune being your reward for seek-brien under the control and a Podrift fune being your reward.







From your starting position in the (amazingly vivid) flashback/deam sequence, head north to the searchlights. Wait for one to move away from you, then quickly spirit after it and escape down the steps to the west. Head north to the (closed) main doors, avoiding the gaze of the security camera to the north-west. On lower difficulty levels, you can take the vent just beneath the camera. If there's a sleeping guard there, you'll need to take a longer route. Sneak sast, underneath the security camera, and carefully climb the steps. There is a patrolling guard at the top. When it's safe to do so, hide in the small alcove to the right of the searchlight, and wait for the soldier to reach your position. All you then have to do is follow him — from an appropriate distance, of course—and crawl through the ventilation shall at the center of the walkway to exit. Note that anything that occurs during the MGST dream sequence does not count towards your post-Not traings, including Aller Phases and death.

Leave the first basin, then crawf up the slope to your right. From a safe distance away from the lenge, stop and observe the Gelskin in NV mode. The patrol route the mechanical guard follows is very complicated, involving regular turns to sweep large portions of the area with its thin scanning beam. The best time to make your move is when it strides towards the meet distant point of its patrol. Slide down the snowly bank, and crawl through the small gap in the nocks. When you get no the other side, it's a short dash to each the weshward slope leading to be heliport.

SECRET: SECURITY CAMERAS

When you first approach the Heliport area, a song called "The Best is 'ret to Come" will play if there is, no Aleir Prase active. If you reach either of the two rusty security cameras— one to the west of the helipoid just inside the southern door, the other to the north-east just by the steps—before this pince of music ends, you'll see one of two "secret" cutscenes with Flashback opportunities. If you approach the falter camera, pause and wait for Ofacon to finish his brief radio transmission before you proceed, or the sequence might not start. Note that you can only view one camera cutscene per visit:

BRIEFING: DWARF GEKK

Don't underestimate these smalt sentities, individually rather weak, Dwarf Gekkocan overwhelm Snake when they attack as a swarm. They pour into areas in large numbers when an Alert Phase or, to a lesser extent, Caution Phase is active, and will depart when the all-clear is sounded.

 Their main method of detection is to sweep an area with a table scanning beam. No matter how well-carnoullaged Snake is, being caught in this allseeing ray will lead to an instant Afert Phase. HOW TO PLAY

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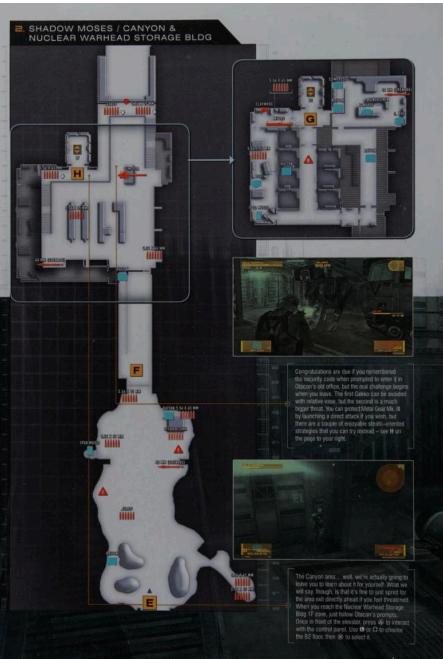
The Heliport area is free of potential assailants, which enables you to explore and reminisce in equal measure without fear of alerts. If you're wondering how to obtain the Ration in the north-west corner, you'll need to take the steps in the north-west leading to the upper salkway make your way back to the north-west leading to the upper salkway make your way back to the north-west corner, then cell over the barrier to land on the metal platform below. As in Metal Gear Solid, there are norms to the west, with the doors to the central area locked, you can resuch this location by crawling through small gaps in the wall on either side.

We suggest that you take the stains to the upper walkway and crawl through the upper ventilation shaft to infill that the Tank Hangar. This is the least complicated route to the area exit, and you'll also find the Warhead Storage iPod® hune if you choose this path.

Press @ to climb out of the ventilation shalt, then tap @ to drop down once the Dwarf Gekko in the corner moves its scanning beam away. Crouch-walk behind the metal enciosure that extends from the wail at the end of the walkway, and wait there until a triv of Dwarf Gekko scan the area. Watch the floor below, paying attention to the groups of Dwarf Cekko patrolling around the tank at the center of the hangar. As soon as the coast is clear below, vault over the barrier and drop down. Crawl through the gap undermealt the doors, but stok to the left to avoid detection.

In the tunnel beyond, wait until the scanning beams move towards a horizontal position, then crouch-walk to the other side before they make their return pass.

- Dwarf Gekkn also have sensitive hearing, and will respond if they hear incongrous socies such as loud footsleps or gunffer. However, their "hasso" sight functionally is very poor. - Snake can craw or even crouch-walk in surprisingly close proximity without alerting them to his presence.
- They perform melee attacks at close range. If you see a Dwarf Gekko rolling purposefully towards. Snake, it's probably planning to kink his legs from underneath him. They will also legs onto Snake's body and administer electric shocks. You can dislodge these immediately with a quick forward roll, or by waggling once the electricity begins to flow. Dwarf Gekko self-destruct when they sustain critical damage, and the explosion will injure Snake if he is caudit in the blast radius.
- Dward Gelkin carry pistols. The GSR is the most common, though you'll also encounter some that hold the Five Seven or (albeit very rarely) the more expensive D.E.
- Finally, Dwarf Gelder can be briefly disabled by hitting one of their "arms" with a tranquitizer dark, or catching them in a Stun Grenade explosion. They are extremely sensitive to Chaff Grenades, being frazen in place while the jamming effect is active.



If you've already completed one playthrough, you'll have a good idea of what to expect here. If not — well, try not to read any further for now. Trust us when we say that you'll know when to resume reading.

You can actually get through this area without awakening either Gekko by crawling directly between them. This means that you won't be able to collect all items in the vicinity, but it's a small sacrifice on a no-detection playthrough. It's Gekko rises up, it's generally best to just run straight for the zone exit – there's a brief delay before it begins its patrol.

Simply approach the back door here, then use the elevator when prompted. Feel free to collect any items scattered around before you do.

Make your way to Otacon's former office to trigger a cutscene. The numbers you type at the console don't actually matter — see "Secret: Security Code" for more details. When the Gekko arrives in the contidor, tible until it moves away from Stake, then sends helihold it to reach the blocked office entrance. Craw beneath the desk, and into the next room. You can then creep over to the elevator while the Gekko isn't looking, briefly stand up to press the call buffort, and then make your departure one if a rarives.

Head over to the back door to trigger a brief cutscene. When the Gekto arrives, you either need to destroy it, or somehow distract its affertion until Metal Gear Mk. Iti opens the brit. If it spots Snake or Metal Gear Mk. III, an immediate Alert Plase will begin — which its obviously something you'll want to avoid on a no-detection playthrough. While there's plenty of scope for experimentation here, we can suggest the strategies that work perfectly well.

Option 1: "I fear nothing, except needless DP expenditure."

Crouch-walk over to the truck and wait patiently. When the Gekko moves to the left side of the van (relative to your corrent position), sneak over to the right and head for the smaller row of carvas-covered orates. Press

to the smaller row of carvas-covered orates. Press

to the smaller row of carvas-covered orates against them, then tap

to make him rap his to make him rap his fist against the surface. It won't create much noise, but it's enough — the Gekko will move over to investigate. Position the carriers to enable you to judge which direction it is approaching from, then crouch-walk to the coupside side of the boxes.

You'll need to repeat this process until Metal Gear Mk. III linishes its work, only 'knocking' when the Gekko begins walking away. It's a very tense few minutes, but san't bo demanding it you concentrate throughout. We've used the specified row of bows exclusively on several occasions, and have found that it's the best position to operate from. However, be very careful when the timer counts down to single figures – hint's hiding place that the Gekko can't possibly stamble across before the circlescables zero. There is a brief cutscene when the door is unlocked, and whereas Strake is completely frozen in place while this plays, the Gekko is not, if you knock just beforehand, you'll almost certainly be

Metal Gear Mx. III engages its cloaking function once the door opens, so you simply need to distract the Gekko one last filme, then cautiously make a break for the opening.

Option 2: "Look, I'm in a hurry - DP is no object."

This strategy is potentially easier and much faster, but requires a stock of C4 and the super-powerful Javelin missile launcher (which incidentally, Costs 15,000 DP to unlock). Crouch-walk to the left side of the truck immediately, and plant three sticks of C4 on the ground. Move back to the front of the truck and wait. When the Gelkip passes, crouch-walk over to the blast door where you list entered earlier, and take cover. Wait until the Gelkip stands on the C4, then detonate it with O in one that the C4 must still be your "active" weapon for this to work. Switch to the Javelin, and immediately hit the Gelkip with a rocket while if its strund. There's no time to waste – hesitate for a second, and there's a chance trwill turn to see you. One direct this sufficient to destroy if completely, a few seconds fatter. Otacon and Metal Gear MK. III will (rather inexplicably) manage to unlock the door without further delay.

SECRET: SECURITY CODE

There are two different cubscenes that follow the sequence where you enter the security code. If you enter the passward given to you by Otacon earlier (usually 482/3 on this gloss Hard), you'll get the "good" conclusion, if it's wixnon, you'll view an amusing alternative sequence in which aft embarrassed Snake loses a nominal amount of Psyche. However, if you enter the passward 14893 (sound familiar?), you'll hear a laugh from Little Gray. Once this ends, though, you'll receive a massive 100,000 DP bonus.

SECRET: ELECTRIFIED FLOOR

On your may back from Discorn's farmer office, you can use an unorthodox frick to get rid of the Gekko mentioned at **G**. Activate Metal Gear Mk. III, engage its cloaking feature, and pilot it to the flashing control panel to the eff of the elevator. When you arrive in front of it, stop and press **a** once the onscreen prompt appears. Not only is the Gekko destroyed instantly, you'll also receive a 5,000 DP bonus,

SECRET: LOCKED ROOM IN TANK HANGAR

Once Obscorr restores power to the facility and you destroy or evade the deskto in Nuclear Warhead Storage Bidg 1F, you can backtrack to the Tank Hangar area to visit a previously locked room. Make your way onto the upper walking, then more over to the east to reach it. Inside you'll find a horse of Suprepose, to the All-Park. HOW TO PLAY

WALKINEOUSH

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ACT 1

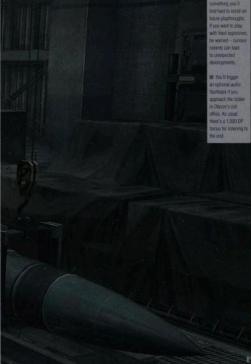
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1

Preparation

- There's no backtracking once you drop down onto the snowfield, so collect
 the terms in the southern area before you proceed. If your Battery level is low,
 it's prudent to disable the Solid Eye and wait inside for it to recharge you
 need to have NV active throughout this confrontation.
- Mulch like previous Beast battles, your choice of weapons depends on your
 objectives. If you would like to collect the Crying Wolf Doll, you should
 choose the Mosin-Nagart and the Mr. 2 pistol. If you're on a standard lethal
 juty/through any sinjer rifle will suffice. The SVD. M82A2, VSS and Mr 4EBB
 will enable you to get the most hist per sniping opportunity, through you trade
 power for subtlety with the fatter two. The M82A2 is best, but it's not cheap.
- Don't forget to equip FaceCamo maximum concealment is a must.

Attacks

- Your opponent spends much of the battle waiting in a fixed position, with her suit opened to enable her to snipe with the Rail Gun. Once she detects Snake through sight, sound or smell, she will begin firing as soon as she has a reasonably clear shot. Note that hiding behind trees will not work — the powerful Rail Gun can scytle through them with ease.
- Keep Crying Wolf waiting for too long, and she may come in search of Snake.
 If you suddenly find the camera intermittently switching to the beast's POV, you're in trouble. She'll charge directly at Snake and, unless her path is blocked, will pounce and knock him to the ground. This drains half of his Life gauge on Big Boss Hard. When control returns, you have a brief moment to drive aside before she slams him with a second attack.
- Crying Wolf will also attempt to bowl Snake over while running past. This isn't especially hard to dodge, though standing up to gain the necessary pace to escape from her may alert nearby Haven Troopers to your whereabouts.
- Finally, Crying Wolf has a tendency to toss grenades at Snake as she passes.
 These have a reasonably long fuse, though, and can usually be evaded in a crouch-walk posture if you're keen to avoid both detection and damage.

Haven Troopers

- Oying Wolf is not particularly hard to best on her own it's the presence of several haven Troopers that makes this fight complicated, especially during no alerthin-kill playfritroughs: When stationary, the Haven Troopers agoes as small fiver nonetheless tampble) dots on the Solid Eye nativ. The storm restricts their clear view of the snowlield, so you can enjoy a little more freedom to move (or. indeed, even be blasted from your feel by Glying Wolf) without directly arousing suspicion.
- Haven Troopers will eventually clamber back to their feet if knocked out with a Manqoilizer dart. This means that it's vital not to hang around in any one area for too long.
- Finally. Haven Troopers can hear non-silenced weapons over the howing winds if they're sufficiently close. If you're keen to avoid detection, you should disable any nearby hostiles before you fire weapons such as the Mosin-Nagant or SVD.

General Guidelines

- The trick to winning this battle on a "perfect" playthrough is patience. Snake's growing Stress level as he struggles with the billing cold may inspire a direct and rapid approach, but you have more time than you might suspect.
- Whenever possible, stick to the very outside of the map area, and crawf at all
 times unless you need to dodge an attack. This makes if much easer to avoid
 detection, even if it does slow your progress down. The central fowers may
 seem inviting, but think about it they're just too obvious. Crying Wolf and theHaven Troopers are not stupid.
- Disable any Haven Troopers that might interfere with your progress, but ignore those that pose no obvious threat — especially when you're actually moving away from them.
- You should ideally aim to be downwind of your opponent at all times, but this soft always possible. The storm can be annoyingly capricious; you'll encounter moments where the wind will reveal your location to Crying Wolf just as you sneak up to a perfect sniping location. However, you can prevent her from firing by shooting her first.
- Once you have Crying Wolf in your sights, you can usually hit her with three
 shots before she moves, or up to two with a bott-action sniper rifle. Watching
 and listening to her progress as she repositions herself is absolutely vital and
 we would argue the key to beating her without Injury or even a Caution
 Phase. Once you gain the ability to confidently judge her next location, it
 becomes exponentially easier to win.
- If Crying Wolf spots, smells or hears you before or after she slides back into her suit, she may move only a short distance before emerging to fire once again. If you react quickly, this is an opportunity to inflict additional damage before she moves much further afield.
- While her movements depend on many factors, we've noticed that she tends to head to the north-east when the battle begins. If the wind is in your favor, this can provide you with a great start.

Crying Beauty & Battle Aftermath

You know what to do against Crying Beauty. If you beat her with non-lethal weapones, you'll receive the Crying Beauty FaceCamp, no matter what happens, you'll get your hands on the mightly Rail Gun. There are numerous collectibles in this zone (including the XM25 grenade launcher), so it's worth taking a brisk stroll to pick them up before you depart.

SECRET: CRYING WOLF DOLL

After a non-lethal takedown of Crying Wolf in her Beast form, you might fear that the Crying Wolf Doll could be just about anywhere in a large zone like this, but worry not — It's actually just behind your starting position once the Crying Beauty light begins. HOW TO PLAY

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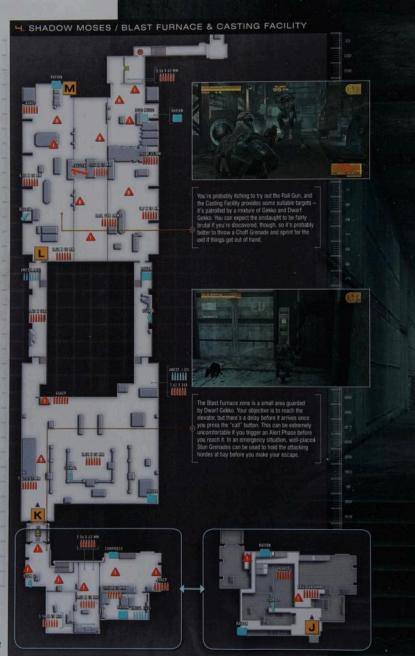
ACT 2

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the Toe but welves the congregate after the Chyrig Bisely battle will other bolton Shake amound the zone once they catch the search. Don't do anything to amony from waguely opportunities arises are not to be tailed with.

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There are some useful items and ammunition (particularly the Rail Gun rounds) in the small Blast Furnace zone, but you should have no desperate need to collect them at this point. We've experimented with a variety of routes through the area, but we're going to suggest the most direct path. From your starting position, head to the west wall. Press Snake against it, and inch along the narrow ledge to the next walkway.

Watch the partor route followed by the two mobile Dwarf Sekke below. When they move to the top of the nearby steps, vault over the side of the barrier by the metal pillar that supports the walkway, and press

to from 5 top drop, but Snake won't be injured by it, if your timing is good, your landing won't be noticed. Now cautiously crouch-walk over to the elevator (don't disturb the steeping Dwarf Gekko just outside), and press the call button. When your ride arrives, head for level B5.

There is a Gekko directly ahead when you exit the elevator, but fortunately it is facing in the opposite direction. Though it may seem a fad counter-intuitive, drop to a crawl and head directly for. It you move without passing you can slip by into the confider on the left-hand side of the map when the Gekko turns to the right. Though you'll need to carefully dodge the scanning beam of the Dwarf Gekko affixed to a nearby wall. It's usually safe to quickly switch to a crooch-walk for this last part.

When you reach the north section of the Casting Facility, crouch-walk directly africad, staying reasonably close to the west wall. Quietly sneak past the group of sleeping Dwarf Gekko, then stip by to the left when you reach the scanning beam of their more alert nearby companion.

Hold up for a second when you reach the end of the machinery to your right, and observe the partiol path of the three Dwarf Gesko just beyond. They perform scans in three directions: to the west, to the east (howards the conveyor bett), and finally to the north. When they not to the right, quickly crouch-walk past to reach the north wall, then hide behind the wheeled machines.

Crawl towards the conveyor belt to observe the patrolling Serko, the rusty (and, more, explosive) drums to your right conceal you from the Dwarf Serko, Look over to where the tex conveyor belt meets the north wall, and you'll notice a small gad in the barrier on the other side. This is where you need to go. Wait for the Cekko to turn away, then climb onto the conveyor belt and crouch-walk to the other side. You have approximately 15 seconds before it will usun back to face you. There are three Dwarf Gekko on the other side, so drop down and go prone. This can be tricky, sometimes, through there bad luck, mey'll detect Snake as he lands. More other than not, though, they'll be rolling away from you position when you arrive, which leaves you free to crouch-walk straight for the exit (just to your left) once they roll to the south. There's a concealed Dwarf Serkon scanning the area just outside, though, so be sure to avoid this on your way through.



ALTERNATIVE STRATEGIES

Taking the path on the east side of the Casting Facility zone is a morechallenging notice, and we're not convinced that the principle reason for going them — a soc of Rail Gun arrimandine, jour a leve other sundry collectioles warrants the heightened risk or a sin-detection psythrough. Because this path is blocked stwards the north-east end of the array you'll need to either climb onto the conveyor belt and squeeze through one of the two gaps in the large machine, or make your way over to the west side (and, from there, follow our warkthrought). As you hit a checkpoint just belorehand, though, there's no reason why you can't save and relead if things ago awn. HOW TO PLAY

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W As long as an Alert Pruse isn't in progress, you'll hear another audio fissibluox during the elevator rise between the Blast Furnace and Castin Facility comes

30 seconds later





This tiny zone initially seems like a stern test of your inhitration skills on Big Boss Hard. Fortunately, this is the type of challenge that can be filed in the "easy when you know how" category. Wait until the partolling Owarf Gekkio scars the short walknay on the south side of the map (just shead of your starting position), then move over to the brainers. Pause as it scans the bridge, then creep onto the steps when it moves on, its next destination is just in front of the exit. When it then rolls over to the right, wall for the nearest scanning beam to move off the bridge, then crouch-walk at full speed for the door, hugging the far wall when you reach it. There's little margin for error here, so it's a good idea to save your progress before you start.

If you're brave enough to attempt it, you can actually go back out to pick up the collectibles at the top of the stairs once the patrolling Dwarf Gekko returns to the bridge. You'll need to watch the three Dwarf Gekko closely before you make a dash for the woll, but the return journey is much easier.

VAMP

Once you know Vamp's secret, this is a short and fairly painless battle: If this is your first flight against him... It's more elloyable to solve the puzzle for yourself. We reveal how to end the confrontation after the figs that folious, so look away now if your of railbe we didn't ruin the surprise.

General Tips

- Automatic rifles, machine guns and submachine guns are a must for this battle. Vamp is extremely fast and mobile, and will regularly leap onto the pilles of debris detted around the zone. Fire in short bursts when he's fat away to increase accuracy, and use more austrained burrages when he moves closer.
- We advise against using shotguns and launchers with explosive ordinance as Vamp has an attack which
 he generally only performs when knockad over by a concursive blast. He fill begin spinning on the spot,
 and will then throw two or three knives at Stake. These as very lard to would. The damage you can inflict
 with explosive weapon types really won't compensate for the niquies you're feety to sustain.
- Vamp's melee assaults are extremely damaging if they hit, but they aren't too difficult to evade with
 practice. When he performs his leaping attack, release (iii) and angle your run to the left or right to
 storge. With his price deadly salsting or kicking attacks, where he charges directly for Snake at high
 speed, you'll also (as a general rule) need to roll at the very last moment to avoid the blow.
- When he throws knives, run and dive aside to dodge them, four can actually shoot them out of the air if you're
 propostnoosely swift and accurate (or just plain budy), but expect to suisting a feat a tew hits brom these
 during the course of the fight, Emproparily engaging. Also Aim might be a useful troit in this battle.

The coup de grâce

Once Vamp's Life gauge is reduced to a quarter of the last bar, only line at him when he runs towards you. This is absolutely what if he talk while standing on top of a debris pile, or on Metal Gear REX, you'll need to light him all over again once he regenerates. Run over to him as he lies on the ground, prepare the Syringe as your current, active item, and unequip your current weapon (tap 🔞 or hold it and sooil to the empty stort). As he stands up, press (iii) to grab him in a COO block from behind, then press (iii) to girst him. Yes—if is really that simple.

SUICIDE GEKKO

This flashpoint is more a test of your marksmarkship than anything else. However, the following general tips should help you to defeat the Suicide Gekko without too many problems.

- Use the Rail Con exclusively for this flight, and fire it only when fully charged. The current charge level is
 visible in the bottom right-hand corner, beneath the weapon icon, or appears in the targeting lines you'll
 see white aiming in FPS Mode. A single maximum-power shot will destroy a Gekko instantly, if you're
 locky enough to be able to get two in perfect alignment, you can even destroy more than one at once.
- Firing the Rail Gun before it reaches buil charge is a waste of ammunition. Even if you haven't collected any additional ammo on your way here, the 30 nounds that the rifle had when dropped by Chying Wolf is more than sufficient for this light. If your supplies run short, you can find a box of 15 rounds by running underneath Metal Cear REX. If you need any more, you'll have to visit Drobin's Shop.
- You should be charging the Rail Gun at all times, even if there obesit appear to be a target in view. Only fire at Gekko when you're sure you have a clear shot — too many misses, and you'll soon be overwhelmed:
- Move constantly to dodge bullets fired by the Gekke. You can also crouch and use the surrounding debris as cover there's no actual need for you to be in plain sight as the Rail Gun charges.
- If you're very efficient at destroying the Gekto, you'll get to watch more of the battle between Raiden and Vamp, an the right half of the screen. If you have a moment to spare, look up to see them lighting in "real time". Oh, and try to shoot Vamp if you get a clear shot — it's worth the attempt just too hear Snake's reaction...

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The ticking counter suggests a high degree of urgency as you escape, but it's actually quite generous; you have ptenty of time to reach the exit safely. This makes the Surface Tunnet an outstanding location to tarm for Drebin Points. There are cortain areas where Girkko will continually enter through side doors if you stand and wait, and you encounter the first of these at the top of the slope just ahead from your starting point. Get into position just outside, and bisat as many of time Gekko as you can until there are two minutes let find the clock. You should then charge directly for the exit, blasting every additional hostile you encounter on your way. Using this strategy, you can expect to reach the exit corridor with around ten seconds its reason.



METAL GEAR RAY

Even on higher difficulty levels, the (amazingly enjoyable) fight against Metal Gear RAY shouldn't pose you any problems once you absorb the following basic guidelines.

- First things first, engaging Metal Gear RAY in the open is suicide on Big Boss Hard. However, if you try to operate in the south-west corner behind the (indestructible) building, you'll always have a place to hide. As an added benefit, this leaves your opponent with just two potential routes to attack from. Try to emenge only partially from concealment when you move out to lire, as it makes it easier to dodge back behind solid cover when required.
- Your opponent's missile attacks are entermely damaging, but are sailly dodged by hiding behind a building, or by shooting individual rockets down with the Gatting Gun. The Water Cutter laser is also powerful. but less commonly seen if you remain behind cover. The machine gun bursts hardly warrant a mention. The greatest danger by far is when Metal Gear RAY makes ats funging attack. Using our trick of playing a cat-and-mouse game around the south-west structure, you won't actually need to worry about it.
- On the off-chance that you do encounter a rapidly-accelerating RAY at close range, hold **©** in a horizontal direction and press **©** to dodge to one size. After examing the lunging affacts, you can optionally perform a special melee assault by approaching Metal Case RAY before it stands. Get up close, and press **©** when the onscreen prompt appears. Be warned if you arrive too late, you'll leave yourself wide open to a vertiable world of hort.
- Metal Gear RAY can leap great distances, and will usually do so to escape when faring badly. Take note of the direction it moves in – any momentary confusion that might lead to it sneaking up behind you is definitely to be avoided.
- Last but not least, we've noticed that Liquid lends to become a little more capy
 with his attack strategy once RAY is seriously damaged. Don't get drawn into
 chasing him, as this is exactly the mistake that he's hoping for inskead, grad
 bins into submission with lang-range Gatting Gun and FE Laser barrages.

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into Stoke by Naon Hunter prior to the events of the Shadow Moses Incident

BRIEFING: METAL GEAR REX

REX has three weapons systems. The Gailing Gun is the letituit armanent. It's grone to overheating it fried coolinuously in full automatic mode. The AT Mesale auncher locks on to targets when you bring the crosshari into contact with them. Its projectiles are slow but have a homing function it's best to liquich them in a devisating barrage at reasonably close range. You hined to switch to another weapon while the launcher reloads. Finally, the FE Laser works in a similar way to the Rail Gun, it has the leves of charge based on how long you hold. ©3, and is find as a focused beam once you press (6). When its energy supply is exhausted, it takes

Metal Gear REY: Rasic Controls

	ACTION
0	Move
0	Carnera controls/aiming
63)	Aim weapon
83	Melee kick; fire weapon (with (LT) held)
82	Change weapons
8	Dash/dodge (with 👀)
4	Context-sensitive functions



I SHIP BOW

2 COMMAND CENTER





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OUTER HAVEN

ACT 5: OLD SUN

SECRET: MISSION BRIEFING take place on the Fromad, and you don't have full control of Metal Gear Mk. Ill. You can, however, look around the room with Q, and amuse yourself by moving the image projected onto the screen with Q.

OUTER HAVEN / SHIP BOW



Trust us: an Alert Phase is something you'll want to avoid at all costs, because it makes it incredibly hard to escape this zone. The Haven Troopers will just keep on coming and, to the south* of the map, you'll also have Gelko to worry about. The door leading into the ship must be and the control with adult and the configuration and the sour manufacture in complete if Snake is being shot at, kicked or stamped on. The best (indeed, only) solution is to hide and wait for the fuss to die down before you sneak to the exit.



* Note that, despite the orientation of our map, you actually have to the south in the Ship Bow zone.



Haven Troopers searching for Snake in large numbers. They generally move in pairs, and will respond with their customary blend of extreme violence and nimble athleticism should Snake attract their attention. Keep a low profile, and favor the Mk. 2 when you need to take targets out lethal force is more likely to spark an Alert Phase.

Go prone straight away, and equip the Mk. 2. This zone is absolutely crawling with Haven Boopers, with the permanent Caulion Phase making them especially twitchy. Attempting a "pure" stealth strategy would be indiciously complicated, so it's much more sensible to neutralize any Haven Troopers you encounter. They generally move in pairs, so the usual common-sense approach applies, always take out the soldier just "behind" her comrade whenever possible to minimize the risk of detection. It should go without saying that beadshots are an absolute requisite.

Our strategy involves sticking to the left-hand side of the ship, and you should craw at all times unless we suggest officience. There is a very definite procedure that you'll need to follow, so try not to deviate from the path we specify.

- The first two Haven Troopers arrive directly ahead. Drop to a crawl and move around to the left, leaving cover. As soon as you have a clear shot, take both of them down and crawl past.
- You'll spot a second pair not long after you pass the first two. Wait until they drop down to your level before you strike.

- This part is potentially complicated. A single Haven Tooper will drop down just to the right as you round the corner; two more arrive further to the south. Take out the closest one first, then the nearest of the pair further ahead. The third Haven Trooper will usually walk away. If s_a precision shot, but expert marksmen should be able to hit the back of her helmet at this range. If not, you can gain a larger target to aim for thy hitting her torso with a dant to make her turn around, then tolking up with a decisive headshot.
- Your route on the left-hand side of the ship appears to be blocked by crates, but you can squeeze through the gap by standing up and pressing Snake against the wall. Doop back down and crawl when you reach the other side.
- The final two Haven Troopers that you need worry about frop down shortly afterwards.

When you reach the far end of the box section, crawl over to the right. Walf and watch as the Gelkio just outside the door is destroyed by artillery shrikes. Once the second Gelkio turns away, crouch-walk over to the door and press ⋒ bo interact with the opening mechanism; you'll need to tap the button rapidly to turn the wheel. As soon as the door is open, sprint through to reach the safety of the room inside. There are a few useful provisions that you can collect here before you enter the elevator.

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collapse of the War Coroome, everything in Deelin's Shop is half gross until the end of Act 5. There's a cistian strey to the, though, as you'll doubtoway have little need for new weapons by this point in the game. However, as DP and weapons can be carried over to your

ALTERNATIVE STRATEGIES

The Ship Bow zone is an absolute warren of different paths, ladders and raised walkways. There are even two turnels below the deck. The first hatch is just by your starting position, the second turnel is closer to the zone exit, with access points on both sides of the slap. You might imagine that there are many treasures to be hat for those boild enough to explore, but no — with the exception of an iPod® turnel there are items in quantity, but nothing of irresistable quality or value.



SECRET: SCREAMING MANTIS DOLL

This collectible appears outside the door at the north end of the map during the Beauty battle. It's worth noting that it is made available even if you use "rethat" weaponry to shoot the Psycho Martis and The Sorrow doks during the main controlation. If you've also collected all Beauty figurines and the Frog Soldier Doll, you'll obtain a bonus weapon for use on subsequent playthroughs once you complete the game.

L



Once the cutscene ends, run straight for the raised area to the north." The small wall here is a good position to fire from, and there are plenty of avenues of escape if you can't neutralize the first group of Haven Troopers before they reach your position. Try to remain crouched until you have a target lined up. If you re in danger of being surrounded, make a break for one of the support plians on your current level. The second wave of Haven Troopers fire from the balcony above, followed by a final group which will jump down to fight up close. This is another boss battle enhanced by the presence of pozzés to solve, so we won't spoil your enjoyment of it by giving away its secrets too casually. If you get really stuck, you can refer to the main walkforough to the right, what we will tall you is trait, you't encounter the Mission Falled screen if Meny dies, so don't hit her with within weapons — use the Mix 2. Stan Genades, or a shotgun loaded with V-Ring ammunition if you need to disable her.



Before you head through the door, equip the Mk. 2 and a shotgun loaded with V-Ring ammunition; you can optionally prepare the Mosin-Nagant (if you have it) and Stun Grenades. The battle against the Haven Troopers is a straight fight, so the general advice offered on the page to your left is more than sufficient. Snake's Life and Psyche levels are carried over to the next tight, so you should take the opportunity to crouch and recuperate when there's only one

Try to avoid tranquilizing Haven Troopers when they are attached to walls or ceilings - the fall will kill them, which can make the next battle marginally more complicated.

Psycho Mantis, the self-styled "world's greatest mind reader and psychokineticist," first appeared in MGS1's most imaginative hoss battle. In a humorous breaking of the fourth wall (which can be said to be something of a Hideo Kojima trademark), Mantis demonstrated his supernatural prowess by "reading" certain save files stored on the player's memory caro, and by in MGS4, then, is a welcome reminder of one of the most scoric set-piece battles of the first PlayStation era.

SCREAMING MANTIS

There are three distinct stages to this tight, so we'll cover each one in turn. Stick to the Mk. 2 (it's surprisingly accurate as you fire at the dolls, even from long range) and a shotgun loaded with V-Ring ammunition for emergency crowdcontrol, using other weapons will just complicate matters.

Phase 1

- If you haven't already guessed the solution to the immediate problem of not being able to hit anything, it's very simple; use the Syringe to suppress Snake's nanomachines and prevent Screaming Mantis from exerting control over him. Run up to the top level row of computer consoles. This is the safest area to operate in at first, as it offers good protection from gunfire and from the blades thrown by Screaming Mantis.
- The second puzzle is how to actually attack Mantis. White her body is impervious to conventional forms of attack, the two dolls she carries are not Aim exclusively for the doll she holds in her right hand - from your point of view, the one to the left of her body (which attentive MGS1 veterans will recognize as Psycho Mantis). Hitting this doll will cause Screaming Mantis. to temporarily lose control of all "living" puppets (including Meryl). The doll is temporarily invulnerable after you score a direct hit, or while Mantis is performing certain actions. The best time to take a shot is when she is
- In this first phase, the Haven Troopers (alive or dead) and Meryl barely move, so keep moving at all times and just concentrate on shooting the doll.
- Screaming Mantis has two forms of attack. The first is to hurl viciously sharp blades at Snake in a curved trajectory that makes them very hard to dodge in the open. The arrival of each knife is foreshadowed by a cry of "Take that!" so crouch or lie down behind a computer console to avoid them. Her second attack type is to "warp" towards Snake to perform a close-range melee attack, Just run (and, if necessary, dive at the last moment) to avoid this. As the battle progresses, she may occasionally perform a second "follow-up" altack, so don't stop running until she moves further away.
- Mantis also fires glowing, slow-moving darts that enable her to gain control of bodies. If you notice ghostly "strings" appearing as Snake moves and all your shots appear to be inexplicably wayward, it indicates that Snake has been hit by one of these projectiles - you'll need to use the Syringe again.

Phase 2

After the short cutscene, Screaming Mantis uses more aggressive tactics.

Meryl will actively pursue Snake, tring as she approaches him, while the Haven Troopers will be regularly repositioned. Keep moving at all times, only stopping briefly to shoot the Psycho Mantis doll or to take cover when she begins to throw blades.

For this phase and the one that follows, some players might find it easier to run around the top level. Should you need to dodge the blade attacks, you can dive over the glass barriers to take cover behind the computer consoles on the next level down.

- This is where things get really tricky. Screaming Mantis will now move all bodies inexorably towards Snake, and those that carry weapons will fire more regularly. Again, you'll need to stay in motion at all times to avoid them.
- . Mantis will regularly hold Meryl or Haven Troopers in front of her dolls, which makes it hard to get a clear shot. It's easier to just tranquilize them, then go for the doll.
- . When Screaming Mantis finally drops her Psycho Mantis doll, quickly run over to collect it. Equip it in the Weapons menu, then use it to fire at your opponent. Follow the onscreen prompts that appear when you score a direct hit: just hold (1) and waggle your controller like crazy to shake her into insensibility, ending the battle.
- · Alternatively, if you would like to collect the second doll held by Screaming Mantis (it's actually a representation of The Sorrow from MGS3), you'll again need to shoot it several times to cause her to drop it. If you have been careful not to kill any Haven Troopers, even accidentally. Screaming Mantis has no available puppets to attack you with, and you'll face her alone for this (purely optional) section of the battle. If you're wondering why this is, the Psycho Mantis doll enables her to control the living, while the second doll (The Sorrow) is used to manipulate the dead (and, incidentally, has no effect on Screaming Mantis). Both dolls can be used during subsequent playthroughs. once you complete the game, and are explained in the Extras chapter.
- On the Big Boss Hard difficulty level, Snake will often drop the doll he is carrying if he is hit. Watch out for this - if you don't pick it up straight away, Screaming Mantis will collect it and resume her assault with renewed vigor.

As always, a short Beauty fight follows. Take pity on your adversary, and you'll obtain the Screaming Beauty FaceCamo.

HOW TO PLAY

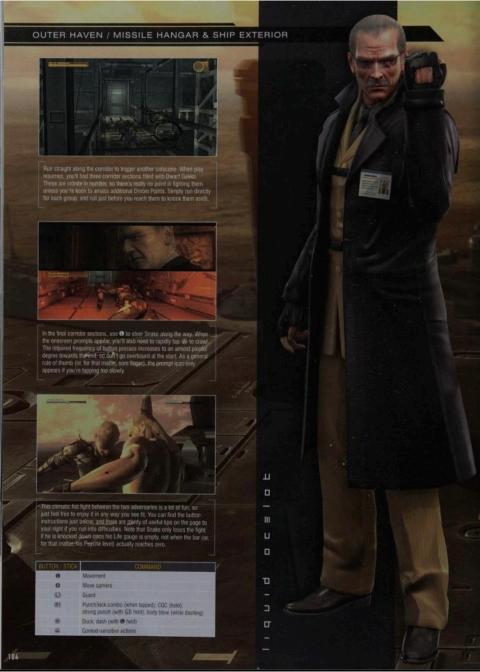
METAL GEAR ONLINE EXTRAS

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There's no specific coaching required for the final tunnel sequence. The Dwart Gekko are simple to get past, so probably don't even warrant this quick mention. Once Snake enters the section filled with microwave radiation, you just need to approach the final door before the cutscene in the upper window ends. If you don't manage this, you will pay a visit to the Mission Failed screen, but this is actually a highly unlikely outcome. Don't neglect to save your progress when the opportunity arises.

LIQUID OCELOT

If you're attempting to get through the entire game without using a single continue, the controllation against Liquid can be really tough at lirst. This is especially true on the highest difficulty settings. The following tips and guidelines should help you to get through. If you fail, just load your last saved game and try again — it's really much easier with a little practice.

General Guidelines

- Hold
 On by department of the street of the street
- Keep moving at all times (we've found it helps to retreat while angling Shake's direction slightly to
 the left or right), and only attack in response to Liquid's assaults—if you try to take the initiative, he'tl
 pick you off with ease. The best time to strike is just after he completes a sequence of blows that you
 successfully block, or when he misses entirely. He's especially vulnerable when he fails to hit home
 with one of his lunging attacks.
- COC moves are enjoyable, but not practical they're just too risky. We suggest that you stick with the basic punct/fock combo attack. Even if the initial punches miss, the kicks often don't. Resume your hold on @0 as soon as each sequence ends.
- Last, but not feast, whenever Liquid Ocelot poses and taunts Snake, quickly release the guard button
 and hold @h to restore Snake's Life gauget, Liquid's gauge will also be partially replemished. The swiffer
 you'rare, the better the results will be. This "secret" feature is almost essentiat on higher difficulty
 settings. You can sometimes encourage your opponent to make his gesture of defiance by pressing
 @ from a safe distance. Liquid most commonly does this after he or Snake clamber back to their feet
 following a knockdown.

There are four stages to the light, with short cutscenes and a change in musical accompaniment prior to each one.

With the first phase, the general guidelines will see you through. The second phase is much tougher. Liquid Ocelot will regularly use a powerful lunging punch, which is tremendously damaging if you fail to block it. It drains a fair amount of Life even if you guard against it. White the obvious solution is to use the "dash" function () to evade this particular attack, the timing is very delicate – and the consequences should you fail can be prefly dire.

The **third phase** is the most unique. You no longer encounter the lunging assaults found in the first two phases, but your opponent will regularly perform an umbiockable headout on Snake at close range. It's not all one-way traffic, though, as you can now perform an identical attack by pressing @ when the button prompt appears following consecutive punches. Whenever Liquid Ocelot changes his lighting stance, attack him before he can get too close—If you don't, he'll graf Snake. Follow the onscreen button prompts to escape for dodoe, where applicable whenever they appear.

In the **fourth stage**, approach your opponent and press (RD) repeatedly to punch. The light is effectively over as a contest here, so there's no cause for further anxiety. Don't leave the morn when the credits begin to roll—there's actually more drama to come. The same applies for the second credits sequence.

AND FINALLY...

After the concluding (audio-only) dialogue sequence ends, you'll view a post-game "Final Results" screen where additional Drebin Points are awarded in accordance with your overall performance. When you've studied this page, press & to proceed to a screen where you are awarded one or more of torty "Embierns" in recognition of feats achieved during your playthrough. Press to the view evalurations for each one that you have unlocked. The following screens reveal your completion rewards. No matter how you fared, you'll be given the Race Gun, the Suit "disguise", and five types of colored Command Vests. When prompted to save, select "Yes" and create a new file. This is absolutely essential — if you don't save this data, you won't be able to enjoy your rewards on subsequent playthroughs.

If this is the first time you have completed MSG4, don't view this as the end: the real challenge begins right now. Finishing the game for the first time also unlooks a new difficulty level. The Boss Externer. To complete the ultimate "perfect" playthrough – and win the most exclusive potential rewards – you'll need to beat MGS4 on this eitle setting with zero kills, no continues, not a single Alert Phase, and without using a solitary recovery feem. This might appear to be a daunting prospect, but we'll be there to help you every (silent) step of the way. Turn to page 154 to reach our secret-packed Extras chapter, where all of Meta Gear Solid 4's remaining secrets are laid bare.

HOW TO PLAY

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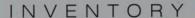
ACT 3

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SPOILER WARNING! Though largely free of content that could potentially ruin revelations in the MGS4 story, be warned that the text that follows reveals certain gameplay-based surprises and rewards.

This chapter offers a comprehensive, easy-to-use guide to the equipment that Snake has at his disposal during the course of the game. If you're looking to buy a weapon from Drebin's Shop, apply custom parts to an existing favorite, or simply learn the function of a particular item, you've turned to the right section.







WEAPONS

The following tables present a detailed breakdown of the most important characteristics for each weapon type available in the game. The basic structure of each table is easy to follow, but these explanations will help to make everything clear.

Weapon ID:

Weight. The precise weight of each weapon in kilograms.

Range: A weapon's maximum operational distance, expressed in meters (1 meter equals approximately 3.3 feet).

Power. Expresses the raw potency of each weapon type. This only applies to 'primary fire' functionality (in other words, not to custom attachments), and often decreases with range. You can find a graph that illustrates this for each armament type in the in-game Weapons menu.

CQC Compatibility, Indicates if Close Quarters Combat moves are possible when the weapon is equipped. As a general rule, you'll enjoy access to the full range of CQC moves while holding a pistol; with compatible rifles, your options are understandably limited.

Firing Modes: When a weapon has more than one liring mode, these are indicated by one star for single shot, three for burst fire, and five stars for full automatic.

Ammo

. Ammo Type: The category of ammo used by the weapon.

Magazine Capacity The quantity of ammo included in each magazine.

Maximum Ammo:

This reveals the maximum amount of ammo that Snake can carry on each of the five difficulty settings. Practically unlimited in Liquid Easy, these totals are significantly reduced on Big Boss Hard and The Boss Extreme.

Attributes:

This section breaks down the ratings for each of up to seven possible attributes that a weapon may have. Damage, Penetration, Stability, Reload, Lock, Sleep and Stun. "S" is the highest possible rating, and "E" is the lowest. To make this system more intuitive, we're representing each letter in a more visual gauge format. The more color and cell coverage you can see, the better the rating (as illustrated in the following diagram).



Sleep and Stun are attributes that only apply to certain non-lethal weapons. To learn more about the importance of the other ratings, please turn to the "Best Attributes Ratings" table on page 122 of this chapter.

Regular Price (DP):

Some of the weapons are made available in Drebin's Shop at different stages of the game. This line will give you the regular price. Look up in the dedicated section of this chapter for more details on availability. Please note that the weapons with no price indication must be collected from the battlefield.

Customization / Notes:

The final section of the tables outlines any available customizations for the weapon in question, and mentions any extra detail worth noting (for example if a weapon has a special feature). You can learn more about custom weapon parts on page 130 of this chapter.

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	PISTOL	
	Weight (kg)	1.1
용	Range (m)	76.0
ē	Power	350
8	CQC Compatibility	4
7	Firing Modes	
9	Ammo Type	Anest. (.22)

	Ammo Type	Anest. (22)
į	Magazine Capacity	10
Ī	Liquid Easy	9,999
	Naked Normal	893
	Solid Normal	300
	Big Boss Hard	100
	The Boss Extreme	50



	R	вg	ula	ar	Pri	ce	1	P	1:
_									

Range (m)

Firing Modes

Liquid Easy Naked Normal

Big Boss Hard



Weight (kg)	1.0	
Range (m)	71.0	
Power	420	
CQC Compatibility	V	
Firing Medes		
Ammo Type	.45ACP	
Magazine Capacity	7	
Liquid Easy	9,999	
Naked Normal	893	
Solid Normal	893	
Big Boss Hard	500	
The Boss Extreme	300	
	EDEBAS	
DMG		

2	DMG			
	SHK		П	
-E-	PNT			
(Latt)	STB			П
0.5	RLD			
(0)	LKD			1
(2)	SLP			
රා	STN	ш		

ount: Suppressor (OP) m Mount: Flash Light (H.G.)

FIVE SEVEN



HANDGUNS

Handguns enable Snake to use his full repertoire of CQC moves, and are extremely quick to reload. However, their poor range makes them appropriate for close encounters only. The three types that can be fitted with a Suppressor (the Operator, Mk. 23 and 1911 Custom) are excellent choices if you're aiming for maximum stealth. The staple Mk. 2 pistol fires tranquilizer darts, and is a weapon you'll need to learn to love if you're going to unlock all of MGS4's secrets. A fringe benefit of having a pistol equipped as your current weapon is that Snake runs at a slightly faster pace.





63.5

893 893

500 300

PISTO	
Weight (kg)	0.8
Range (m)	80.0
Power	300
CQC Compatibility	V
Firing Modes	
Ammo Type	5.7 x 28 mm
Magazine Capacity	20
Liquid Easy	9,999
Naked Normal	893
Solid Normal	893
Big Boss Hard	500
The Boss Extreme	300
	EDCBAS

8	DMG			
	SHK			
23-	PNT			
	STB			
53	RLD			
(4)	LKD			
0	SLP			
(32)	STN	п		

Bottom Mount: Flash Light (H.G.)

Naked	Normal	893		
Solid N	lormal	893		
Big Bos	s Hard	500		
The Bo	ss Extreme	300		
		EDCBAS		
21	DMG			
	SHK			
-B-	PNT			
(27)	STB			
OB	RLD			
(0)	LKD			
@	SLP			
ರು	STN	HESPIN		
Regular Price (DP): 6,000				

Bottom Mount: Flash Light (H.G.)



Weight	(kg)	0.6
Range ((m)	70.0
Power		325
CQC Co	mpatibility	4
Firing N	fodes	1 3 4
Ammo T	Гуре	9 x 18 mm
Magazir	ne Capacity	12
Liquid E	asy	9,999
Naked F	Vormal	893
Solid No	ormal	893
Big Bos	s Hard	500
The Bos	s Extreme	300
		EDCBAS
21	DMG	
	SHK	
-12-	PNT	
(Pin)	STB	
	RLD	
	LKD	4406
C	SLP	
0	STN	

		EDCBAS
21	DMG	
	SHK	
-12-	PNT	
(Print)	STB	
OF.	RLD	
	LKD	125 B
@	SLP	
CD	STN	

Customization: -



PISTOL			
Weight (kg)	0.9		
Range (m)	50.0		
Power	350		
CQC Compatibility			
Firing Modes			
Amme Type	7,62 x 42 mm		
Magazine Capacity	6		
Liquid Easy	9,999		
Naked Normal	893		
Solid Normal	893		
Big Boss Hard	500		
The Boss Extreme	300		
	EDCHAS		

		EDCHAS
0	DMG	
	SHK	FED. 10
-80-	PNT	
(F)	STB	
OF	RLD	
(LKD	
0	SLP	
0	STN	0.0000000
Regula	er Price (DF	y: 5,000
Custon	nization: -	



-	MACHINE PS	TOL
	Weight (kg)	0.9
9	Range (m)	60.0
ĝ	Power	300
8	CQC Compatibility	V
	Firing Modes	
2	Ammo Type	9 x 19 mm

\$	Magazine Capacity	33
	Liquid Easy	9,999
Ĭ	Naked Normal	893
3	Solid Normal	893
1 ₹	Big Boss Hard	500
-	The Beer Extreme	300



_	regular vise (bv). 5.000
	Customization:
	Bottom Mount: Flash Light (H.G.)



-	PISTO	-
Weight	(kg)	1.2
Range (m)		90.0
Power		440
CQC Co	mpatibility	~
Firing 8	Modes	
Ammo:	Type	.45ACP
Magazi	ne Capacity	12
Liquid I	Easy	9,999
Naked I	Normal	893
Solid N	ormal	893
Big Bos	s Hard	500
The Bo	s Extreme	300
		EDCBA
PI	DMG	
	SHK	
-	PNT	
2	STB	THE REAL PROPERTY.
574	RLD	
0	LKD	1988
@	SLP	
CO	STN	

Customization: Top Mount: Suppressor (Mk, 23)



	PISTO	L
Weight	(kg)	0.9
Range	(m)	68.0
Power		200
CQC C	ompatibility	~
Firing I	Modes	
Ammo	Туре	9 x 23 mm
Magazi	ne Capacity	19
Liquid	Easy	9,999
Naked	Normal	893
Solid N	formal	893
Big Bos	ss Hard	500
The Bo	ss Extreme	300
		EDCBAS
8	DMG	
	SHK	
-55-	PHT	
(200)	STB	
OF:	RLD	
	LKD	AND BUILDING
(2)	SLP	
	STN	

Regular Price (DP):

Notes: Features a ricochet function



	MACHINE	PERTOL
Weight	t (kg)	1.4
Range	(m)	80.0
Power		430
CQC C	ompatibility	~
Firing !	Modes	
Ammo	Туре	45ACP
Magazi	ine Capacity	10
Liquid	Easy	9,999
Naked	Normal	893
Solid N	lormal	893
Big Bo	ss Hard	500
The Bo	ss Extreme	300
		EDCBAS
21	DMG	
	SHK	
-52-	PNT	
Fine	STB	DESIGNATION OF THE PERSON NAMED IN
	RLD	THE REAL
	LKD	
	SLP	THE PERSON



	Weight	(kg)	2.1
	Range	Contract of the last of the la	90.0
	Power		700
	CQC Ca	ompatibility	~
	Firing !	Modes	
뮻	Ammo	Туре	SOAE
¥	Magazi	ne Capacity	7
	Liquid I	Easy	9,999
	Naked I	Normal	893
F	Solid N	ormal	893
3	Big Bes	s Hard	500
	The So	ss Extreme	300
			EDCBAS
	2	DMG	
		SHK	10000
*	-12-	PNT	
Ĕ	T and	STB	
9	d a	RLD	THE REAL PROPERTY.
Ę		LKD	
	(2)	SLP	
	CO'D	STN	
-	20000		
	Hegular	Price (DP):	20,000





(LONG BARREL)
2 Parky

PISTOL	
Weight (kg)	2.1
Range (m)	125.0
Power	710
CQC Compatibility	V
Firing Modes	
Ammo Type	SUAE
Magazine Capacity	7
Liquid Easy	9,999
SHOP DESIGNATION OF THE PARTY O	

Firing Modes	
Ammo Type	SUAE
Magazine Capacity	7-
Liquid Easy	9,999
Naked Normal	893
Solid Normal	893
Big Boss Hard	500
The Boss Extreme	300
	EDCBAS
	Ammo Type Magazine Capacity Liquid Easy Nakad Normal Solid Normal Big Boss Hard

100	9	DMG	
		SHK	
	-52-	PNT	
	120	STB	
	Oa	RLD	
		LKD	
	2	SLP	
	4	STN	
	Regula	er Price (DP)	



-	ristu	
Weight		1.0
Range (m) Power CQC Compatibility Firing Modes		100.0
CQC Compatibility Firing Modes		450
CQC C	ompatibility	
PARTY TO AN ADDRESS OF THE PARTY OF THE PART		
Ammo Type Managine Capacity		.45ACP
Magazine Capacity		7
Liquid	Easy	9,999
Naked	Normal	893
Salid N	lormal	893
Big Bos	ss Hard	500
The Bo	ss Extreme	500
		EDCSA
21	DMG	
	SHK	188
-82-	PNT	
100	STB	OR BEE
57	RLD	
	LKD	
@	SLP	
	STN	

Reg	ular Price (DP): -
Cus	tomization:
Top	Mount: Suppressor (1911)



	HAND R	FLE
Weight	(kg)	2.3
Range	(m)	150.0
Power		1,500
	mpatibility	- 1
Firing !	Modes	
Ammo	Туре	.45-70
Magazine Capacity		1
Liquid I	Easy	9,999
Naked	Normal	893
Solid N	ormal	300
Big Bos	s Hard	100
The Bo	ss Extreme	50
		EDCBA
201	DMG	
-3	SHK	
25-	PNT	
	STB	
D FA	RLD	1000
	160	
(2)	LKO	
0	SLP	

Customization: -



Weight (kg)	0.5
Range (m)	150.0
Power	5,000
CQC Compatibility	V
Firing Modes	-
Ammo Type	- 15
Magazine Capacity	1
Liquid Easy	
Naked Normal	-
Solid Normal	
Big Boss Hard	
The Boss Extreme	

		EDC BA
a	DMG	
	SHK	
퍨	PNT	
3	STB	
	RLD	
23	LKD	
a	SLP	THE RESERVE
3	STN	

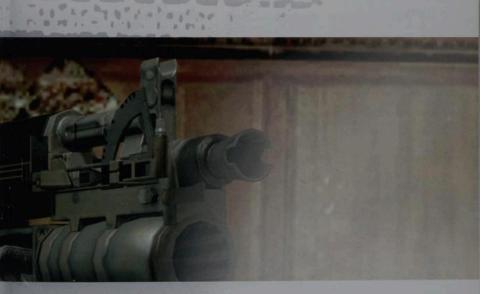
Notes	: Chargeable; stuns er	nermies
	akes them drop their	
	weapon, see page 16	

HOW TO PLAY WALKTHROUGH

INVENTION METAL GEAR ONLINE EXTRAS

ITEMS CAMOUFLAGE

OREBIN'S SHOP WEAPON MODIFICATION ENEMIES & ALLIES





-	SUMMACHINE	GUN
	Weight (kg)	3.2
8	Range (m)	135.0
ş	Power	300
蔓	CQC Compatibility	
	Firing Modes	
8	Ammo Typė	5.7 x 28 mm
夏	Magazine Capacity	50
	Liquid Easy	9,999
Ĭ	Naked Normal	893
18	Solid Normal	893
13	Rin Rose Hard	500



Regular Price (DP): 5,000

Customization: Muzzle Maunt: Suppressor (P90) Left Mount: Laser Sight Right Mount: Flash Light (L.G.)



	速 GUN
Weight (kg)	3.3
Range (m)	73.0
Power	428
CQC Compatibility	V
Firing Modes	:
lmmo Type	.45ACP
Augazine Capacity	30
iquid Easy	9,999
laked Normal	893
Solid Normal	893
Big Boss Hard	500
The Boss Extreme	300
	EDCSA

The Bo	ss Extreme	300
		EDCBAS
19	DMS	
	SHK	
-85-	PNT	
(F)	STB	
OF	RLD	
(9)	LKD	1000
0	SLP	ESPECT OF
0	STN	

Regular Price (DP): 3,000

Customization: Muzzle Mount: Suppressor (M10)



SUBMACHIN	
Weight (kg)	1.5
Range (m)	140.0
Power	260
CQC Compatibility	4
Firing Mades	
Ammo Type	4.6 x 30 mm
Magazine Capacity	20
Liquid Easy	9,999
Naked Normal	893
Solid Normal	893
Big Boss Hard	500
The Boss Extreme	300

		EDCBAS
01	DMG	
	SHK	
E2-	PNT	
FIL	STB	
5%	RLD	
0	LKD	
@	SLP	
රා	STN	

Regular Price (DP): 3,500

Customization: Top Mount: Dot Sight (MP7):

SUBMACHINE GUNS

Superior magazine capacity and fully automatic firing modes make the SMG an invaluable tool when you need to deal with multiple enemies at close range. Don't pay too much attention to their ostensibly poor overall ratings; it's the withering rate of fire that makes this weapon type so efficient. For stealth purposes, the P90 and M10 can be fitted with optional Suppressors; the MP5SD2 comes with an everlasting silencer as standard. The P90, first encountered in Act 1, is a gun that you can rely on throughout it packs a powerful punch, and its magazine capacity is outstanding.



		ALCOHOLD SANCTON	NAME OF TAXABLE PARTY.
г	Weight	(kg)	1.4
물	Range	(m)	75.0
18	Power		325
횰	CQC Co	mpatibility	4
	Firing N	fodes	
물	Ammo	Туре	9 x 18 mm
AM	Magazir	e Capacity	20
	Liquid E	asy	9,999
Ĭ	Naked I	Vormal	893
3	Solid N	ormal	893
3	Big Bos	s Hard	500
	The Bos	s Extreme	300
			EDCBAS
	9	DMG	
	-3	SHK	
	-0-	PNT	
	(271)	STB	SHEET OF
	のる	RLD	1000
	(3)	LKD	
	@	SLP	
	1000	OTH	

Regular Price (DP): -



2.5
100.0
325
V
9 x 18 mm
64
9,999
893
893
500
300
EDCBAS
STEEL
STATE OF THE PERSON NAMED IN
: 7,000



	SUBMOLCHIE	IE GUR
Weight	(kg)	3.1
Range (m)		160.0
Power		290
CQC C	ompatibility	~
Firing I	Modes	
Ammo		9 x 19 mm
Magazi	ine Capacity	30
Liquid	Easy	9,999
Naked	Normal	893
Solid Normal		893
Big Boss Hard		500
The Boss Extreme		300
		EDCBAS
8	DMG	
3	SHK	
-10-	PNT	
(PT)	STB	100
OFA	RLD	
(9)	LKD	1122
0	SLP	
ರಾ	STN	

Regular Price (DP): 15,000

Notes: Buit-in silencer

Weight (kg) Range (m) 425 **CQC** Compatibility 4 Firing Modes 5.56 x 45 mm Amma Type Liquid Easy 00 Naked Normal 8 Solid Normal 00 Big Boss Hard The Boss Extreme 00 DMG SHK -83-PNT STB RLD LKD SLP STN Regular Price (DP):

> Notes: Secret weapon see page 165



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DREBIN'S SHOP MODIFICATION ENEMIES & ALLIES

RIFLES

The rifle category includes various types of weapons, which you can use for totally different purposes. Many of them represent good alternatives to submachine guns, as they offer a full auto-firing mode with improved Range and Power ratings. Some of them are additionally highly customizable (especially the M4 Custom), making them extremely versatile.

Sniper Rifles, of course, are in a class of their own. With massive Power and Range ratings, they should always be your first choice whenever you need to take out a target instantly at long range. Of particular note is the M14EBR. It's technically the weakest in its class, but its auto-fire capability, cheap (and readily available) ammunition and support for custom add-ons make it perfect for battles with PMC soldiers and Haven Troppers. If you're looking for raw power in certain set-piece confrontations, though, the M82A2 is almost peerless (though perhaps superseded by the Rail Gun from the end of Act 4), but be prepared to pay generously for the privilege of using it. Finally, anyone attempting a no-kill playthrough should seriously consider investing in the Mosin-Nagant. It's not cheap, but the ability to tranquilize troublesome soldiers from afar is something you'll appreciate on more than one occasion.

Veight (kg)

CQC Compatib

Firing Modes

Liquid Easy Naked Normal Solid Normal **Big Boss Hard** The Boss Extre

STE

SLP

Range (m)

Weight (kg) Range (m) 400 COC Compatib Firing Modes .:i:.

CONTRACTOR OF THE PARTY OF THE

O STREET STREET	Number 13 be	270 K 42 H
30	Magazine Capacity	30
9,999	Liquid Easy	9,999
893	Naked Normal	893
893	Solid Normal	893
500	Big Boss Hard	500
300	The Boss Extreme	300

22 Extrame	300
	EDCHAS
DMG	
SHK	
PNT	
STB	
RLD	
LKD	
SLP	
STN	
	DMG SHK PNT STB RLD

0	inid	200	Delea	Inph-

int: XM320: Masterkey t Mount: Flash Light (L.G.)



ASSAULT RIFLE			
Weight (kg)	4.1		
Range (m)	200.0		
Power	530		
CQC Compatibility			
Firing Modes			
Ammo Type	7.62 x 51 mm		
Magazine Capacity	20		
Liquid Easy	9,999		
Naked Normal	893		
Solid Normal	893		
Big Boss Hard	500		
The Boss Extreme	300		

		FULBES
1	DMG	
-3	SHK	
-82	PNT	
(FT)	STE	
0.5	ALD	
	LKD	
0	SLP	- BANK
8	STN	

Customization:
Top Mount: Dot Sight; Scope
Bottom Mount: Fore Grip A; Fore
Grip B
Left Mount: Laser Sight

ASSAULT	
Weight (kg)	44
Range (m)	250.0
Power	540
CQC Compatibility	~
Firing Modes	:
Ammo Type	7.62 x 51 mm
Magazine Capacity	20
Liquid Easy	9,999
Naked Normal	893
Solid Normal	893
Big Boss Hard	500
The Boss Extreme	300

9	DMG	1
3	SHK	ı
-12-	PNT	ı
D and	STB	ı
O ta	RLD	ı
(0)	LKD	
@	SLP	
0	STN	





뿧	CUC Compatibility	~
3	Firing Modes	
2	Amma Type	7.62 x 51 mm
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Magazine Capacity	20
	Liquid Easy	9.999
MAX: AMIMO	Naked Normal	893
	Solid Normal	893
	Big Boss Hard	500
	The Boss Extreme	300
		EDCBAS

			2000	0.00
	100	DMG		
		SHK		
	-22-	PNT		
	(F)	STB		
	O Fal	RLD		
	0	LKD		
	0	SLP		
	0	STN	ш	
_				

Regular Price (DP): 4,500

Weight (kg)	4.0
Range (m)	220.0
Power	375
CQC Compatibility	V
Firing Modes	.tit.
Ammo Type	5,45 x 39 mm
Magazine Capacity	30
Liquid Easy	9,999
Naked Normal	893
Solid Normal	893
Big Boss Hard	500
The Boss Extreme	300

		-0.00000
2	DMG	
	SHK	
-5-	PNT	
(277)	STB	
0 =	RLD	
(0)	LKD	
0	SLP	NAME OF TAXABLE PARTY.
0	STN	1000000
Regula	Price (DF	9: 5.000

mization: m Mount: GP30



CARBINE			
Weight (kg)	2.8		
Range (m)	220.0		
Power	400		
CQC Compatibility	~		
Firing Modes			
Ammo Type	5.56 x 45 mm		
Magazine Capacity	30		
Liquid Easy	9,999		
Naked Normal	893		
Solid Normal	893		
Big Boss Hard	500		
The Boss Extreme	300		

		-	•	•	•	•	•
2	DMG	П					
-3	SHK						
	PNT						
F	STB						
計量	RLD						
	LKD						
0	SLP						
0	STN						

Regular Price (DP): -

Customization: Bottom Mount: XM320 Notes: Buit-in dot sight



		EDCBA:
20	DMG	
	SHK	
-121-	PNT	
1200	STE	
03	RLD	
	LKD	
0	SLP	
රා	STN	
Regular	r Price (DF): 1,000,000

Notes: Might generate strong winds (likelihood: 30%) in wide open areas that make enemies drop their items; secret weapon, see page 167







Veight (kg)

Naked Normal

Solid Normal

Bin Boss Hard

E- PHT

CO SLP

The Boss Extreme

DMG

SHK

RLD

LKD

Regular Price (DP): 9,000

Right Mount: Flash Light (L.G.)

Range (m)

4.7

230.0

530

.....

7.62 x 51 mm

9,999

893

893

500

300

EDCBAS

	MOSIN-NA	GANT	M82A	2	RAIL G	UN
1			79			-119
-	SMIPER RIF	Table Street	SMIPER AI	FLE	SNIPERI	IIFLE
8	Weight (kg) Range (m) Power COC Compatibility Firing Modes	4.4 300.0 750	Weight (kp) Range (m) Power CQC Compatibility Firing Modes	14.0 300.0 2,500	Weight (kg) Range (m) Power CQC Compatibility Firing Modes	20.0 300.0 5,000
3-	Ammo Type Magazine Cauacity	Anest (22)	Amme Type Magazine Capacity	.50 BMR	Ammo Type Magazine Capacity	Rail Gun Ammo 40
	Liquid Easy Naked Normal Solid Normal Big Boss Hard The Boss Extreme	9,999 893 300 100 50	Liquid Easy Naked Normal Solid Normal Big Boss Hard The Boss Extreme	9,999 893 300 100 50	Liquid Easy Naked Normal Solid Normal Big Boss Hard The Boss Extreme	9,999 893 300 100 50
	P DMG	EDCBAS	₽ DMG	EDCBAS	DMG	EDCBAS
	-3 SHK		—∃ SHK —□- PNT		-B- PNT	
	STB STB		OF RLD		STB BLD	100
	() LKD () SLP	100	C SLP		C SLP	
	Regular Price (DP)	: 60,000	Regular Price (DP):	200,000	Regular Price (DP): -
	Customization: -		Notes: 50-caliber art	i-material	Notes: Chargeable	





MK. 46 MOD 1



SLP

ar Price (DP): 25,000



OTHER FIREARMS

Weapons in this "everything else" category include machine guns, shotguns, grenade launchers and rocket/missile launchers — in other words, the heavy artillery. Shotguns can be equipped with three different ammo types, each leading to a slight adjustments to their overall performance. Of particular note is Vortex Ring Shot, a special type of non-lethal ammunition that knocks soldiers from their feet and usually renders them unconscious. As to the grenade/rocket/missile launchers, we hardly need to work on a hard sell: they're supremely powerful, though limited ammunition (and high overheads if you purchase more stocks from Drebin) means that you'll often save them for special occasions. The Javelin, king of all things that make other things go boom, even has an impressive guidance system that enables you to adjust the trajectory of its missiles in mid-flight.

Naturally, these firearms aren't exactly what you would call "stealth" weapons, but even if you're trying to achieve a no-kill, no-alert playthrough, you'll be glad to hear that there are no penalties for using them against non-human targets and bosses. Look to the Walkthrough chapter for guidance on when this is possible.

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WEAPON

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Weight (kg)

Range (m)

CQC Compatibility

Firing Modes

Solid Normal

Big Boss Hard

The Boss Extreme

DMG

SHK

PNT

50.0

1,250

12 Ga. (00 Buck)

EDCBAS

200.0

2,450

M72A3



THE PERSON NAMED IN	The same of the same of			
GRENADE LA	UNCHER			
Weight (kg)	5.5			
Range (m)	300.0			
Power	2.000			
CQC Compatibility	~			
Firing Modes	200			
Amme Type	25 mm A.B.G.			
Magazine Capacity	6			
Liquid Easy	9,999			
Naked Normal	893			
Solid Normal	50			
Big Boss Hard	30			
The Boss Extreme	10			
	EDCBAS			
DMG				
3 SHK				
- PNT				
STB				

	SIN
Regul	ar Price (DP): 80,000
Custos	mization: -

RLD

LKD

SLP



GRENADE LAUNCHEH		
Weight (kg)	6.0	
Range (m)	300.0	
Power	2,000	
CQC Compatibility	-	
Firing Modes		
Amms Type	40 mm (Grenade	

State of the state	
Amms Type	40 mm (Grenade)
Magazine Capacity	6
Liquid Easy	9,999
Naked Normal	893
Solid Normal	50
Big Boss Hard	30
The Boss Extreme	10
	EDPPAC

		E	D	C	В	A	1
9	DMG						
3	SHK						Ī
-81	PMT	В					
	STB	п					
0 4	RLD	ı					
	LKD	Н					
0	SLP	П					
0	STN	П					

stomization;
from Mount: Fore Grip A; Fore
рВ
and Statement Clause Claims & Ph.)



Weight (kg)	15.7
Range (m)	500.0
Power	3,000
CQC Compatibility	×
Firing Modes	**
Ammo Type	FIM-924
Magazine Capacity	1
Liquid Easy	9,999
Naked Normal	893
Solid Normal	50
Big Boss Hard	30
The Boss Extreme	10

		EDCBAS
10	DMG	
-3	SHK	
-55-	PNT	
(200	STB	
0.5	RLD	
(9)	LKD	
@	SLP	
0	STN	100000
Regula	r Price (DF	r): 100.000

П	Weight (kg)	8.5
Ιź	Range (m)	250.0
18	Power	3,500
量	CQC Compatibility	×
	Firing Modes	
曼	Ammo Type	RPG-7 Ammo
Ē	Magazine Capacity	1
6	Liquid Easy	9,999
Iŝ	Naked Normal	893
13	Solid Normal	50
13	Big Boss Hard	30
	The Boss Extreme	10
		EDCBAS
	P DMG	111111
	SHK	

STB
HLD
LKO
SLP
STN
Regular Price (DP): 60,000

uit-in tactical light

RPG-7

Liquid 8 Naked 9	9,999					
Solid N				0		
Big Bos	s Hard		3	0		
The Boss Extreme			1	0		
		EU	C	B	A	8
19	DMG					
-3	SHK					
12-	PNT					
	STB					
O FA	RLD		E			
0	LKD					
@	SLP					
0	STN					
Regular	Price (DP)	: 40.1	000			
Customi	ration:					

COC CO	mpatibility	×						
Firing N	Aodes	10000						
Ammo:	Туре	Javelin						
Magazi	ne Capacity	1						
Liquid I	Easy	9,999						
Naked I	Normal	893						
Solid N		50						
Big Bos		30						
The Bo	s Extreme	10						
		EDCBAS						
(P)	DMG							
3	SHK							
-80-	PNT							
107	STB							
OB	RLD							
(0)	LKD	DAY DOD						
@	SLP	I HOUSE						
cto	STN							
Regular	Price (DP)	: 150,000						
Custom								
Cestom	reminer, -							

Range (m)

22.3

400.0

5,000

Range (m)

CQC Compatibility Firing Modes

EXPLOSIVES

Even the most fresh-faced of novices will have a general idea of when explosives should be deployed. On your first playthrough, you're bound to find yourself in situations that practically beg for a well-placed grenade - for example, to silence a sniper, or to ambush a group of soldiers in close formation. Grenades are cheap, plentiful and easy to use, so don't neglect this useful part of your arsenal. Claymores can be very useful if you have studied an enemy's movements and know where their route will take them, but don't make the rookie mistake of treading on your own device. Like all other mines and traps, they can be collected while primed and ready to blow by carefully crawling over them, or by sending Metal Gear Mk. II to defuse them.

However, it's not all about blowing things up - this category also includes grenades and mines that are compatible with a more stealthy approach, such as Sleep Gas. Mines and Stun Grenades. Chaff Grenades have the distinct feature of jamming electronic equipment, preventing most machines (such as Gekko) from firing for a short period. Drebin doesn't stock these in his shop, so use them very sparingly. You will notice that the table reveals special Smoke Grenades which have a unique effect on anyone caught in their effective radius, increasing emotional attributes such as Laugh (Yellow), or Cry (Blue). If you've already completed MGS4 at least once, you can learn more about soldier emotions on page 165.





THIS DOSS TEXTISSING							
		E	B	C	B	A	8
9	DMG			П			
3	SHK						
STATE OF	STN						
	P 7 4	DMG SHK	DMG SHK	DMG SHK	EDC DMG SHK STN	DMG DMG SHK	DMG DMG SHK

30

gular Price (DP): 120

ig Bess Hard

PETRO BOMB



Weight	t (kg)	0.8
Range	(m)	30.0
Power		1000
CQC C	ompatibility	V
Liquid	Easy	9,999
Naked	Normal	893
Solid N	formal	50
Big Bo	ss Hard	30
The Bo	ss Extreme	10
		EDCBA
1	DMG	
-3	SHK	

STN Regular Price (DP): 100





0	Weight (kg)	0.8
	Range (m)	39.0
	Power	1500
B	CQC Compatibility	~
	Liquid Easy	9,999
	Naked Normal	893
	Solid Normal	50
	Big Boss Hard	30
T	The Boss Extreme	10
		EDCBA

	21	DMG	f		ä	В	А	5
	3	SHK						П
٦	do	STN	100					
	Regula	r Price (DF	9:11	ä				
=								



- 21						
FLASHBANG	GRENADE					
Weight (kg)	0.5					
Range (m)	30.0					
Power	2000					
CQC Compatibility	~					
Liquid Easy	9,999					
Naked Normal	893					
Solid Normal	50					
Big Boss Hard	30					
The Boss Extreme	10					
	EDCBAS					
DMG						
SHK						
OTH						

Regular Price (DP): 120



Weight (kg)	0.8
Range (m)	30.0
Power	
CQC Compatibility	~
Liquid Easy	9,999
Naked Normal	893
Solid Normal	50
Big Boss Hard	30
The Boss Extreme	10

21	DMG	п			
	SHK		ī	ı	
3	STN	ı			
PARTIES.					



SMOKE BR	ENADE
Weight (kg)	0.5
Range (m)	30.0
Power	
CQC Compatibility	4
Liquid Easy	9,999
Naked Normal	893
Solid Normal	50
Big Boss Hard	30
The Boss Extreme	10
	The second street

		E	В	C
a	DMG			
3	SHK			
83	STN	п		

	SHK
4	STN

* Attributes: DMG (Damage), SHK (Shock), SLP (Sleep), STN (Shun)





	SMOKE GREE	IADE
6	Weight (kg)	0.5
18	Range (m)	30.0
18	Power	200
×	CQC Compatibility	~
	Liquid Easy	9,999
ıĕ	Naked Normal	893
13	Solid Normal	50
ž	Big Boss Hard	30
ľ	The Boss Extreme	10
		ERCHA



Regular Price (DP):
Notes: Increases emotional attribute "Laugh"

SMOKE GRENADE (RED)



Weight (kg)	0.5
Range (m)	30.0
Power	
CQC Compatibility	~
Liquid Easy	9,999
taked Normal	893
Solid Normal	50
Big Boss Hard	30
The Boss Extreme	10

		EDGBA
0	DMG	
-3	SHK	
40	STN	
Regula	Price (DI	Pje
Notes:	ncreases e	motional

SMOKE GRENADE (BLUE)



Weight (kg)	0.5
Range (m)	30.0
Power	
CQC Compatibility	~
Liquid Easy	9,999
Naked Normal	893
Solid Normal	50
Big Boss Hard	30
The Boss Extreme	10
	EDCBAS
oh menerate	

		8
1	DMG	
-3	SHK	
	STN	

Regular Price (DP); Notes: Increases emotional attribute "Cry"

OKE GRENADE



Weight (kg)	0.5
Range (m)	30.0
Power	
CQC Compatibility	~
Liquid Easy	9,999
Naked Normal	893
Solid Normal	50
Big Boss Hard	30
The Boss Extreme	10
	EDCBAS
on Management	

		я	
91	DMG		
	SHK		
0	STN		

Regular Price (DP):
Notes: ancreases emotional attribute "Scream"

1 4

HOW TO PLAY WALKTHROUGH

METAL GEAR ONLINE
EXTRAS

WEAPONS

CAMOUFLAGE

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WEAPON

MODIFICATION

ENEMIES & ALLIES





	MINE	STA
0	Weight (kg)	1,6
중	Range (m)	20.0
듀	Power	2,000
š	CQC Compatibility	v
_	Liquid Easy	9,999
ğ	Naked Normal	893
3	Solid Normal	50
Š	Big Boss Hard	30
	The Boss Extreme	10

		E	D	C	B	A	S
8	DMG						
	SHK					ı	
@	SLP	1					

EDCBAS

1.5

5,000

893

50

Weight (kg)

Range (m)

Liquid Easy

Naked Normal

Solid Normal Big Boss Hard

GAS MINE	G4

Weight (kg)	1.6
Range (m)	3.0
Power	3,000
CQC Compatibility	~
Liquid Easy	9,999
Naked Normal	893
Solid Normal	50
Big Boss Hard	30
The Boss Extreme	10

The Boss Extreme		10					
		E	D	C	B	A	8
PI	DMG						
-3	SHK						
170	SLP						

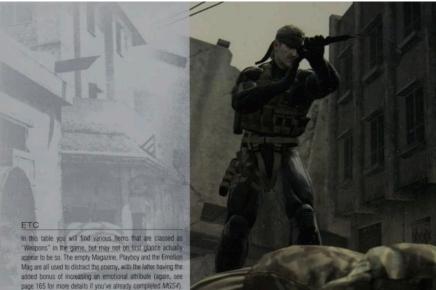
SLEEP GAS SATCHEL



Weight (kg)	1.5
Range (m)	3.0
Pawer	5,000
CQC Compatibility	V
Liquid Easy	9,999
Naked Normal	893
Solid Normal	50
Big Boss Hard	30
The Boss Extreme	10



^{*} Attributes: DMG (Damage), SHK (Shock), SLP (Steep), STN (Sturt)



WEAPON RANKINGS

Top 5 Heaviest Weapons

The primary benefit of this list is to show you which weapons you should avoid equipping at the same time to avoid exceeding the 70kg weight limit, which causes Snake's Stress rating to soar at an alarming rate. If you don't wish to see Snake looking even more haggard and decrepit than he already does, it might be advisable to avoid placing these in his backpack at the same time.

The function of the Stun Knife is obvious; other items that appear here are secret, and are explained in the Extras chapter.



MISSILE LAUNCHER, JAVELIN, 22.3 KG



SNIPER RIFLE RAIL GUN. 20.0 KG



AISSILE LAUNCHER, FIM-92A, 15.7 KG



SMPER RIFLE, M82A2, 14.0 KG



MACHINE GUN, MK, 46 MOD 1, 10.2 KG

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METAL GEAR ONLINE

Weapons: Longest Range & Highest Power

Power is only a relative attribute; with most weapon types, it decreases with range. Its main function is that it enables you to immediately judge how much inherent "bite" each firearm has in relation to its peers.

Though this doesn't apply to all weapons (a Javelin missile is just as explosive at 100 meters as it is at 200 meters), potential Power diminishes as the distance between Snake and the target increases. For example, an M4 Custom headshot to a PMC soldier wearing a helmet 250m in the distance is much less likely to result in an instant kill than a shot from several meters away.

As a general rule, damage inflicted with Handguns (with the exception of the Mk. 2) and, to a slightly lesser degree, submachine guns, is most affected by range. Both are therefore poor choices against targets that you even remotely have to squint at. Conversely, sniper rifles and Missile/Grenade Launchers maintain their maximum level of damage over much longer distances.

TOP 15 LONGEST RANGE



MISSIET MINCHER FIM-92A 500 m



SNIPER RIFLE, SVO, 280 m.







SMPER RIFLE, DSR-1, 300 m



SMPER RIFLE, MOSIN-NAGANT, 300 m



SNIPER RIFLE, M82A2, 300 m



SNIPER RIFLE, RAIL GUN, 300 m.



GRENADE LAUNCHER, XM25, 300 m







MACHINE GUN. PKM, 265 m



MACHINE GUN, M60E4, 260 m



MACHINE GUN. HK21E, 250 m.



ROCKET LAUNCHER, RPG-7, 250 m



ASSAULT RIFLE, G3A3, 250 m





TOP 20 MOST POWERFUL











EXPLOSIVE, SLEEP GAS MINE, PW* 5,000



EXPLOSIVE SLEEP GAS SATCHEL PW* 5,000



ROCKET LAUNCHER, RPG-7, PW* 3,500



MISSILE LAUNCHER, FIM-92A, PW* 3,000



EXPLOSIVE, C4, PW* 3,000















GRENADE LAUNCHER, MGL-140, PW* 2,000





EXPLOSIVE, GRENADE, PW* 2,000









EXPLOSIVE, WHITE PHOSPHORUS GRENADE, PW* 1 500



SHOTGUN, M878 CUSTOM, PW* 1,300





Top 6 weapons with the best Capacity

Weapons with high magazine capacity give you much more bang for your reloading buck, enabling you to do more damage before there's a need to duck behind cover to replace the magazine. These weapons are often good choices when you face multiple opponents, or during boss fights.



MACHINE GUAL MK. 46 MOD 1, CAP* 100



SLEMADINE SUN, BIZON, CAP+ 64



ACHINE GUN, HIKZ1E, CAP* 100

BEST SHK RATING

Best Attributes Ratings These tables provide an at-a-glance guide

to which weapons perform best in each of the six main attribute categories.

Damage (DMG): The higher the rating, the more damage the weapon will deal to a target. This does not apply to non-lethal weapons.

Shock (SHK): Refers to a weapon's force of impact. The higher the value, the less likely the target is to be able to return fire immediately.

Penetration (PNT): Reflects the weapon's ability to pierce body armor on humans and armor on mechanical targets.

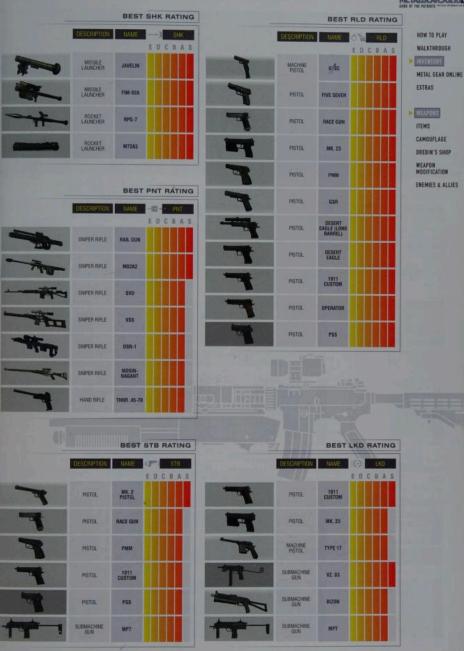
Stability (STB): With high STB ratings, the accuracy of Snake's aim is lessaffected by a low Psyche gauge.

Reload (RLD): The higher the rating, the quicker a weapon can be reloaded. If you cross reference the "Best STB" and "Best RLD" tables, you will see that Pistols offer the most impressive ratings in both attributes, making them good choices if you're looking for accuracy and efficiency at close range.

Lock (LKD): This parameter only applies when Auto Aim is enabled and active. High ratings indicate that a weapon can lock onto a target over greater distances.

		BEST	DMG	R	AT	IN	G
				-	21	-	-
	DESCRIPTION	NAME	18	L	÷	IG.	
			E D	C	В.	Ã-	S
	EXPLOSIVE	C4					
-	ROOKET LAUNCHER	RPG-7					
-	SNIPER RIPLE	RAIL GUN					
1	SNIPER RIFLE	MB2A2					Ī
-	MSSLE LAUNCHER	JAVELIN					
-	MISSILE LAUNCHER	FIM-SZA					

	DESCRIPTION	NAME	9	K
			EDCS	A S
1	EXPLOSIVE	CA		
8	EXPLOSIVE	GRENADE		
1	EXPLOSIVE	STUN GRENADE		
	EXPLOSIVE	CLAYMORE		
	EXPLOSIVE	WHITE PHOSPHORUS GRENADE		
-	SNIPER RIFLE	RAIL GUN		
1	SAFER RIFLE	MEZAZ		
M	SHOTGUN	SAIGA-12		
-	SHOTGLIN	MU70 CUSTOM		
-	SHOTGUN	TWIN		
7	HAND RIFLE	THOR .45-70		
-	GRENADE LAUNCHER	XM25		
The	GRENADE LAUNCHER	MGL-140		





All-Round Weapons

The best weapon for a given situation is often one that excels in several different categories. Which "all-roundes" is best for you will very much depend on the situation at hand, not to mention your personal preferences and chosen goals. The purpose of this table is simply to offer you a selection of some of the most reliable, weapons in each category.



	PISTOL	35763
0	Weight (kg)	2.1
홍	Range (m)	125
3	Power	710
N	CQC Compatibility	
8	Amma Type	SO AE
臺	Magazine Capacity	7

			EDCBAS
	10	DMG	
* 65	3	SHK	
E	-E3-	PNT	
黑		STB	
A	FO.	RLD	
	0	LKD	

	SAIGA-12
0-	
	4 6

3.8

Weight (kg)

Ø	Hange	(m)	Su			
품	Power		1,250			
E	CQC C	ompatibility	~			
9	Ammo	Туре	12 Ga. (00 Buck)			
8	Magazine Capacity		8			
			EDCBAS			
	P	DMG				
200	-3	SHK				
쁰	-B-	PNT	THE REAL PROPERTY.			
8		STB				
A	03	RLD				
	()	LKD				



중	Range (m) Power CQC Compatibility		(m) 260 550				
18							
3							
8	Ammo	Type	7.8	12 x	51 mm		
3	Magazii	ne Capacity		10			
			EI	0 0	BAS		
	91	DMG	П				
8	3	SHK					
8	-63-	PNT					
霊		STB					
A	50	RLD					

M82A2
D-ph-per
THE

14.0

Weight (kg)

	Range	(m)	300
	Power		2,500
3	CQC C	ompatibility	×
용	Amme	Туре	.50 BMR
毫	Magazi	ne Capacity	10
			EDCBAS
	2	DMG	
	3	SHK	
	-12-	PNT	
		STB	
	5	RLD	SHEET !
	(6)	LKD	THE PARTY OF THE P



9	Weight (kg)	3.2
8	Range (m)	135
8	Power	300
3	CQC Compatibility	V
9	Ammo Type	5.7 x 28 mm
	Magazine Capacity	50
		EDCBAS
	DMG	
* 22	DMG SHK	
UTES *	The same of the sa	
RIBUTES *	- 3 SHK	
ATTRIBUTES *	SHK	



	Weight	(kg)	26	0.0	
	Range	(m)	300		
8	Power		5,0	100	
3	CQC Co	mpatibility	3		
088	Ammu	Туре	Rati Gur	Ammo	
푳	Magazine Capacity		40		
			EDC	BAS	
	1	DMG			
	3	SHK			
	-85-	PNT			
		STB			
	03	RLD	H		



9	Weight	(Kg)	23	
8	Range	(m)	150	
8	Power		1,500	
1 3	CGC C	ompatibility	~	
9	Ammo	Type	.45-70	
S.	Mayan	ne Capacity	1	
			EDCBA	S
	8	DMG		
.	-3	SHK		
B	-E-	PNT		
	I sel	STB		
8	OF	RLD		
	(LKD		



8	Range	(m)	200
8	Power		2.450
3	COC C	ompatibility	×
8	Ammo	Туре	M72A3
M	Magaz	ine Capacity	1
			EDCBAS
	0	DMG	
5	3	SHK	
ı	-0-	PNT	
8		STB	
F	Ø₹.	RLD	1000
	(9)	LKD	

ITEMS

RECOVERY ITEMS

The following table presents all the various recovery items available in the game — that is, anything that Snake can carry and use to recover Life or Psyche.

The "Use" column shows you whether an item is "Consumable" (one unit disappears when it is used), or "Permanent" (it remains active white equipped in the items window). Some objects, such as Rations and Noodles, will be used automatically when Snake's Life gauge reaches zero if they are equipped. This is very handy during boss battles where the risk of sudden death is much higher.

The "KG" column is self-explanatory, and really shouldn't be much of an issue — most items are very light, and you need to make an active effort to overload Snake. As a general rule, recovery items do not require an external power source. The "Effect on Life" and "Effect on Psyche/Stress" columns detail the impact that items have on, amazingly enough, Snake's Life, Psyche and Stress.

The difficulty setting columns at the end of the table show the maximum number of each item that can be found in the game depending on the chosen game mode. As you can see, on Liquid Easy the potential number is practically boundless. With The Boss Externe, though, you need to make every last on-so-finite resource count.

Muña is an unusual herb that you can only find in South America, and which slightly increases Psyche restoration speed when equipped. It's permanent, so there's no need to worry about using it all up. The Syringe is another interesting item; it can be used to restore Psyche, but has unpleasant side-effects which you really should take into consideration. Turn to page 169 to learn more.

HOW TO PLAY WALKTHROUGH

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		USE	KG*	EFFECT ON LIFE	EFFECT ON PSYCHE/STRESS	EE*	NN-	SIL	88H*	TBE
		Permanent	0.1	Slightly roduces Life when equipped	Slightly restores Psychii when equipped					
79	MUÑA	Permanent	0.1		Slightly increases Psyche restoration speed when equipped.					
		Consumable	0.3	Restores 75% Life	Restores – 5% Payche.	9,999	15	10	5	3
9		Consumable	0.1	Restores 100% Life	Restores 25/50% Psyche (in contribut environments respectively).	9,999	15	10	5	3
1		Consumable	0.1	Restores 100% Life	Restores 25/50% Psyche (in hol/cold environments respectively).	9,999	15	10	5	3
-		Consumable	0.1	T 100 15	Prevents hands from trembling during sniping/aiming.	9,999	15	10	6	3
		Consumable	0.1	13-4-1	Temporarily increases Psyche resountion speed.	9,999	15	10	5	3
		Consumatile	0.2	1000	Restores deplated Psyche in one burst, abuse will dilute effectiveness and lead to unpleasant side-effects, so use spannyly, see page 169 to learn more.			1.5		

KG = Weight (kg), LE= Liquid Easy, NN* = Nakes Normal, SN*= Solid Normal, BBH* = Big Boss Hard, TBE*= The Boss Extreme

		USE	KG-	IMPACT ON BATTERY	
	IP00	Permanent	0.1	×	Use to Esten to music files that can be found throughout the game. Some songs can have beneficial effects. Secret item, see page 174.
9	SOLIO EYE	Permanent	.0.1	×	Goggle that enables the Baseline Map radar function; provides basic details about enemies and "trientities". Has Night Vision and Binoculars modes.
	CAMERA	Permanent	0.7	~	Use to take photographs that are displayed in the Photo Album. Socret item, see page 166.
	METAL GEAR MK. II/III	Permanent	0.1		Remote mobile terminal that can be manually controlled to collect items, stur opponents, and explore environments.
	CARDBOARD BOX	Permanent	0.6	~	A blast from the past, equip it and select it to hide from the enemy.
	DRUM CAN	Permanent	9.0	×	The delaws version of the cardboard box as of can big enough for Snake to hide in. You can move when inside the drum, in fact you can even execute a reli attack after which Snake will possibly vomit
1	SIGNAL INTERCEPTOR	Permanent	0.5	*	Use to eavesdrop on PMC radio conversations during one particular mission. See page 74.
-	SCAN PLUG	Consumable	0.3	*	Portable scanner that shows the location of all enemies on a mag when injected into an individual. Secret item, see page 168.
Con	BANDANA	Permanent	0.1	*	Gives Snake infinite ammunition when equipped; sword from see page 168
	STEALTH	Permanent	2.5	*	Makes Snoke invisible, secret term, son page 168.

MISSION SUPPORT ITEMS

"Mission Support" items are gadgets and gizmos that you will find yourself using time and again throughout the game.

As you can tell from the "Use" column, the only "Consumable" item in this category is the Scan Plug. There are no stocks to worry about, but you do need to activate it manually while restraining a target in a CQC lock. All other Mission Support items remain permanently active when selected.

The "KG" column is only of direct relevance with the cumbersome Drum Can.

The items that are Battery-powered are marked in the "Impact on Battery" column. You can find Battery upgrades at the end of each Act, which increase the potential operational life of your gadgets; we reveal the location of these in the Waldthrough chapter. You can only have one of the featured objects in your inventory at any time, so there is no difficulty level information included in the table.

The "Effect" column gives a brief description of the main application of each item, as well as page references to the Extras chapter (warning: spoilers!) where applicable.

UNLOCKING CONDITION:

LOCATION / UNLOCKING CONDITION

NAME: GREEN

NAME BUTE

CAMOUFLAGE

is it really necessary at this point to stress that camouflage plays a vital part in Metal Gear Solid 47 Generally speaking, good use of camo and sound steaith strategies will offer greater rewards than direct aggression. In this section, we look beyond the standard automatic OctoCamo functionality, and examine the customizable options that you can play with.

COMMAND VESTS

Command Vests can be equipped via the Camouflage option of the pause menu. They have little impact on your Camo percentage, but the various colors allow you to match them with Snake's current outfit. Five vests are available from the start, and a further five are unlocked when you have played through the game at least once.



NAME: KHAKE UNLOCKING CONDITION



NAME: OLIVE DRAB LOCATION / UNLOCKING CONDITION:





NAME: RED LOCATION / UNLOCKING CONDITION



NAME CREV LOCATION / UNLOCKING CONDITION:

NAME: BLACK

LOCATION / UNLOCKING CONDITION:



NAME NAVY BLUE LOCATION / UNLOCKING CONDITION



NAME: DRANGE UNLOCKING CONDITION:



NAME: TON LOCATION / UNLOCKING CONDITION





LOCATION / LINLOCKING CONDITION

NAME: THERRUTARE LOCATION

UNLOCKING CONDITION



NAME: OLIVE DRAB UNLOCKING CONDITION



NAME: WOODLAND LOCATION / UNLOCKING CONDITION



NAME: 3-COLOR DESERT UNLOCKING CONDITION



NAME: CORPSE CAMO LOCATION / UNLOCKING CONDITION

OCTOCAMO MANUAL

This option enables you to manually adjust your OctoCamo by selecting one of the Manual suits from the Camouflage menu. Unlike the standard automatic OctoCamo mode (which only works while you are prone or pressed against a wall), the suits available in Manual mode are constantly active. However, always having to change your Manual suit pattern when you move to new surroundings is a major inconvenience, especially in more heterogeneous environments.

Though you have a very limited number of Manual patterns available at the start of the game, as you can see here, you can store new Manual patterns while the Automatic mode is active, then use them at a later date. As long as you're patient and don't mind spending plenty of time in the pause menu, registering unique patterns (especially the rare ones, like the "hand print" texture found in a secret South American location) can be a fun challenge.



NAME: MAURPAT LIRUSAN LOCATION / UNLOCKING CONDITION

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ITEMS:

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NAME: FACECAMO UNLOCKING CONDITION

NAME: YOUNG

LOCATION / UNLOCKING CONDITION

NAME: YOUNG WITH BANDANA

LOCATION / UNLOCKING CONDITION

LOCATION / UNLOCKING CONDITION

NAME: MISST



NAME: LAUGHING BEAUTY UNLOCKING CONDITION



NAME: OTATION LOCATION / UNLOCKING CONDITION Mk.ll during infractive Mission







NAME: RAGING BEAUTY LOCATION / UNLOCKING CONDITION



UNLOCKING CONDITION



NAME: GAIDEN IN LOCATION / UNLOCKING CONDITION



NAME SCREAMING REALITY LOCATION / UNLOCKING CONDITION



NAMES DESCRIBE LOCATION / UNLOCKING CONDITION:



NAME: CAMPSELL UNLOCKING CONDITION



NAME: BIS BOSS LOCATION / UNLOCKING CONDITION

FACECAMO

You obtain the FaceCarno after you fight Laughing Octopus during Act 2. This gadget can be equipped at the Camouflage menu, and typically improves Snake's Camo percentage by 10% to 15% when worn. However you can also have fun with collectible preset FaceCarno variants, using them to dramatically change Snake's facial appearance. If you've always felt that Otacon is the true hero, or that MGS1 Snake has superior bone structure, use this option to enjoy your preferred visage - they even remain active for the majority of cutscenes.







NAME: CIVILIAN DISSUISE LOCATION / UNLOCKING CONDITION



The Costumes listed here enable Snake to disguise himself, and are purely optional indeed, two of them are actually reasonably hard to find. Some can only be used in specific locales, while two are game completion rewards. The Walkthrough chapter has tips on the use of the militia and rebel outfits during Act 1 and Act 2 respectively.



LOCATION / UNLOCKING CONDITION





NAME: MIXOLE PAST MILITIA DIEGUISE LOCATION / UNLOCKING CONDITION



SOUTH AMERICAN REBEL DISGUISE LOCATION / UNLOCKING CONDITION

DREBIN'S SHOP

You'll meet Drebin early in the game. He's a somewhat mysterious figure, who, along with his nappy-wearing, soda-drinking assistant, Little Gray, urus a black-market shop where you can pick up weapons, ammo, and other assorted items. The good news is that you don't actually have to wait for one of his showy-but-timely set-piece entrances to call upon his services — you can simply select his shop from the pause menu, and spend your Orebin Points straight away.



DREBIN'S SHOP

The basics of using the shop couldn't be simpler, and the following table is designed to follow the same layout as the shop, with the same classifications in use. We've included the "regular" price and discount price, with the latter only available on Wednesdays and Saturdays.

The following points are worth noting while browsing for goods:

- As soon as you have collected/bought/unlocked a new weapon, it will no longer be displayed or on sale in Drebin's Shop.
- In most instances, new ammunition types will become available as soon as you have collected/bought/unlocked the corresponding weapons.
- You usually won't find any items on sale at Drebin's Shop. The corresponding section exists, though, and this is because a few special or secret items can appear there if you meet the required conditions. Refer to the Extras chapter to learn more about these, but bear in mind that they are unavailable during your first playthrough.

DREBIN POINTS PRIMER

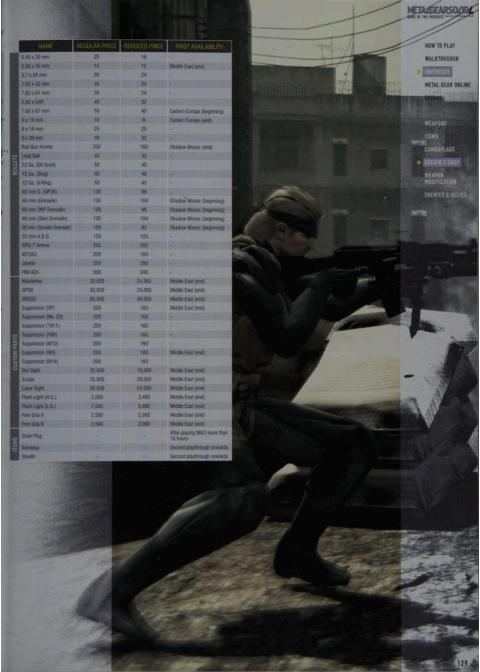
Drebin Points are your currency both for purchasing equipment from Drebin's Shop, and for "laundering" ID-coded weapons that you acquire. You can earn DP in three ways:

- Collecting weapons from the battlefield. Once you have a firearm in your inventory, all subsequent weapons of this type are automatically sold to Drebin (though armunition is added to Snake's supplies).
- Destroying non-human assailants (this excludes vehicles that contain pilots or drivers).
- 3: Obtaining bonuses awarded for miscellaneous achievements. These are discussed in the Walkthrough chapter.

In practice, your main source of income will be to diligently explore each area in the game for valuable hidden objects, and meliculously scour busy battlefields for lucrative collectibles. You can also send out Metal Gear Mk. If to investigate areas where you don't want to venture yourself, using its stealth feature to avoid detection while picking up assorted items. In certain instances, it might even be worth using it to stun isolated enemies in order to steal their weapon, especially if it's a valuable one.

	NAME	BEGULAR PRICE	REDUCED PRICE	FIRST AVAILABILITY
_	GSR	3,000	2,400	Middle East (end)
100	Five Seven	6.000	4,800	South America (beginning)
Š	PMM	3,500	2,800	Middle East (end)
횰	PSS	5,000	4,000	Middle East (end)
₹	0180	8,000	6,400	Eastern Europe (beginning)
	Depart Eagle	20,000	16,000	South America (beginning)
SUBMACHINE GUNS HAMDEUNS	P90	5,000	4,000	South America (beginning)
랿	M10	3,000	2,400	Middle East (end)
員	MPZ	3,500	2,800	Middle East (end)
Ĭ	Bi201	7,000	5,600	South America (beginning)
8	MP5SD2	15,000	12,000	
	Mk. 17	3,500	2,800	Middle East (end)
ш	G3A3	4,000	3,200	South America (beginning)
	FAL Carbine	4,500	3.600	Stradow Moses (beginning)
п	AN94	5,000	4,000	Eastern Europe (beginning)
IFLES	Tanegashima	1,000,000	800,000	Middle East (end)
뚩	M14 EBR	9,000	7,200	Middle East (end)
	DSR-1	20,000	15,000	Middle East (end)
	SVD	18,000	14,400	South America (beginning)
	Mosin-Nagant	60,000	48,000	Middle East (end)
	M82A2	200,000	160,000	South America (beginning)
	HK21E	6,000	4,800	South America (beginning)
	M60E4	10,000	8,000	South America (beginning)
	PKM	9.000	7,200	Eastern Europe (beginning)
40	Mk. 46 Mod 1	9.000	7,200	Shadow Moses (beginning)
를	Twin Barrell	25,000	20,000	Eastern Europe (beginning)
뿔	M870 Custom	30,000	24,000	Middle East (end)
THER FIREARMS	Saiga-12	40,000	32,000	South America (beginning)
툍	XXX25	80,000	64,000	South America (beginning)
	RPG-7	60,000	48,000	Middle East (end)
	M72A3	40,000	32,000	South America (beginning)
	Javelin	150,000	120,000	South America (beginning)
	FIM-92A	100,000	000,08	Eastern Europe (beginning)
	Grenade	120	96	Middle East (end)
	Petro Bomb	100	80	Middle East (end)
	White Phosphorus Grenade	110	88	Middle East (end)
	Stun Grenade	120	96	Middle East (end)
93	Smoke Grenade	100	80	Middle East (end)
SNE	Smoke Granade (Yellow)			Second playthrough onwards
읦	Smoke Grenade (Red)			Second playthrough onwards
m	Smoke Grenade (Blue)			Second playthrough onwards
	Sincks Grenade (Green) Claymore		3 "	Second playthrough onwards
	Sleep Gas Mine	300	240	Middle East (end)
	C4	400	240 320	Middle East (end)
	Sleep Gas Satchel	400		Middle East (end)
	Playboy	200	320 160	Middle East (end)
13	Emotion Mag	2,000	1,600	Middle East (end)
Н	Anest, (.22)	30	24	South America (beginning)
	Anest. (7.62 mm)	40		Middle East (end)
	9 x 23 mm	50	32 40	20
TS.	45-70	100	80	
티	45 ACP	20	16	Minte Cost hards
100	50 AE	30	24	Middle East (end)
	50 BMR	150	120	
	4.6 x 30 mm	10	120	
		-	The state of the s	Section 1981

There are a few instances in the game where soldiers of different factions will continually respawn, no matter how many are killed. One example of this can be found in the Downtown area in Act 1, just before the entrance to Advent Palace. You can use such opportunities to disable as many opponents as possible, and then pick up equipment that they drop. However, before you rush off to perpetrate mass slaughter to fund your purchase of the Tanegashima, a warning: DP rewards drop significantly when you repeatedly collect weapons of similar types.



WEAPON MODIFICATION GUIDE

In addition to its stunningly wide range of armaments, MGS4 also has a large number of upgrades and enhancements that you can apply to specific weapons.

WEAPON MODIFICATIONS

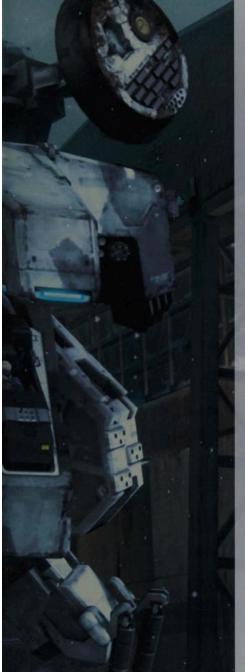
Weapon modifications are a way to upgrade and enhance your basic weapons. They can be purchased using Drebin Points, found in hidden locations, or dropped by soldiers.

		THE PARTITION AND PERSONS TO SERVICE AND PARTIES.	
	NAME	DESCRIPTION	PRICE (DP)
100000000		Silences the firing noise of a weapon. Though cheap, these are specific to the weapons that support them — you can't use an M4 Custom Suppressor on a P90, for example. Note that Suppressors wear out after a certain number of shots.	200
Nigo.		Used to zoom in on targets, thereby increasing your accuracy over long distances.	35,000
		A targeting sight that improves on the standard ron sights. Only visible in FPS Mode.	20,000
433		A thir laser beam that projects a red dot onto your larget, boosting Auto Aim accuracy for relevant weapons. Makes siming from the third-person viewpoint much easier.	30,000
		Use this to temporarily blind enemy soldiers at close range before you shoot them. Sends your Camo rating plummeting to -100%.	3.000 (H.G.) 7.000 (L.G.)
TT		Enhance stability, which is good for improving aiming precision and for resocing recoil. These increase accuracy when firing in the third-person viewpoint. There are two different types of Fore Grip, but both are functionally identical.	3,000
		An under-barriel shotgum that can be attached to the M4 Custorn. A very potent combination if you want to tale both a shotgum and a rifle at the same time. Proof, 88 to fire it white aiming.	30,000
	GRENADE LAUNCHERS	Similar to the Masterkey, these two attachments fit under the barrel of compatitie rithes. Press 🚳 to the them while aiming	30,000 (GP30) 60,000 (XM320)

CUSTOMIZATION COMPATIBILITY

The following table reveals the custom parts that you can add to each weapon type. However, note that you can only have one modification active in each category. With the Top Mount slot, for example, you can have either a Dot Sight or a Scope, but not both at the same time.











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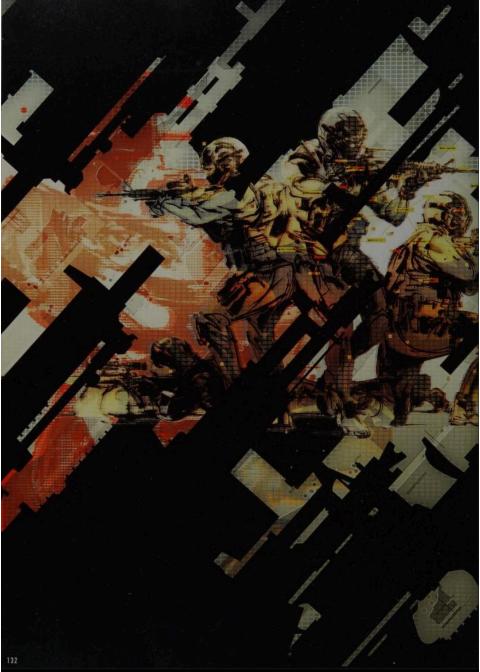


ENEMIES &

The following table presents a detailed list of all NPCs you can expect to encounter. It is divided horizontally according to the different types of NPCs. Because of how the game is set up, certain alliances and allegiances can be fluid. It's possible to fight on the side of the Rebel forces, or against them: it's up to you.

The final column reveals the weak points for each enemy type. Obviously, you can find more information and strategies to defeat your opponents — especially bosses — on the corresponding pages of the Walkthrough chapter.

NAME	WEAK POINT(S
Middle East Rebels	Head
South America Rebels	Head
Paradise Lost Army	Head
Haven Troopers	Head
Praying Montis (Middle East)	Head
Pleases Americal (South America)	Head
Powered Sut (South America)	Head
Raven Sword (Eastern Europe)	Heart
Gekko	Legs, Head
Dwarf Gekko	Head
Mytai Gear REX	
Metal Gear RAY	
Crying Wolf	Head
Screaming Martis	Dolls
Laughing Octopus	Head
Raging Raven -	Head
Vamp	CQC (Syringe)
Liquid	



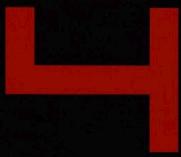


HOW TO PLAY WALKTHROUGH

INVENTOR

METAL BEAR ONL

METAL GEAR ONLINE



Metal Gear Online is not Metal Gear Solid 4's multiplayer component: it's actually a completely separate game in its own right, with enormous potential for future expansion. This chapter is designed as a primer for readers who are using the MGO client packaged with MGS4 for the lirst time, offering explanations and tips to help players find their feet – and then stay on them for as long as possible...

GETTING STARTED

This short section is intended to help you understand the structure and contents of the most important menus in MGO. It will lead you smoothly from the title screen to the beginning of your first match. If you're a veteran of other online games or simply confident in your ability to find your way on your own, you can skip directly to the next section on page 136.





START MENU

Once you log in using your Game ID and password, you are taken to the Start Menu (Fig. 1).

The Start Menu has several useful entires, all of which are quite self-explanatory and accompanied by handy help messages. Select the first one, Start Game, when you're ready to create your online identity.

If this is your first time at the Character Select screen, you have to create the soldier that you will use in the game. You'll need to choose a name, appearance, voice and accessories (Fig. 2). Note that clothing is purely cosmetic, and has no effect on gameplay. Most of these parameters (bar character name, face, and voice, which are final once you register them) can later be changed via the Personal Data screen.

You can also assign Skills to your character, with each level costing 1 point. The level of each Skill is shown using a simple bar display (one block per level, up to a maximum of three). Essentially the higher the level, the more effective the Skill. For example, the Runner Skill will make you move taster at level 3 than it will at level 1. You have 4 skill points to spend in total.

Until you gain experience on the battlefield, the maximum Skill level you can access in each discipline is level 1. As a successful sniper, you will eventually gain the option of increasing your finisher Riffel + Skill by an additional level, and later to 3i however, your maximum Skill budget is still 4, so you'll need to sacrifice other aptitudes to make the upgrade. Some players will eventually option specialization, while others will prefer to remain as all-rounders, the choice, naturally, is yours to make. There's no "right" or "wrong" way to spend Skill points, but it goes without saying that you should favor those that you're likely to regularly use in combat.

SKILL	DESCRIPTION
Handgun+	Skill wielding handguns. Reduces recoil and reload time.
SMG+	Skill wielding submachine guns. Reduces recoil and reload time.
Assault Rifle+	Skill wielding assault rifles. Reduces recoil and reload time.
Shotgun+	Skill wielding shotguns. Reduces recoil and reload time, and makes pump action faster.
Sniper Riffe+	Skill wielding sniper rifles. Reduces recoil and reload time, and makes bolt action faster.
Hawkeye	Increases the zoom rate when aiming in FPS mode (but not when using a scope).
Surveyor	Extends the maximum lock-on distance (which is the same as increasing the LKD rating in the single-player game).
Quarterback	Enables you to throw weapons farther.
Trickster	Enables you to set up traps more quickly.
CQC+	Allows you to restrain targets and use advanced CQC, and increases knockout damage.
Blades+	Allows you to move while attacking with a knife, and makes knife attacks faster.
Runner	Increases your movement speed.
Monomania	Displays enemies you've attacked (data can be shared through SOP). Display time is improved with levels.
Sixth Sense	Displays nearby traps (data can be shared through SOP). Range increases with levels.
Narc	Displays attacking enemies when they target you and damage is sustained (data can be shared through SOP). Display time is improved with levels.
Scanner	Press @ while restraining an enemy to display link into (data can be shared through SOP). Scanning time is improved with levels. Requires COC+ Skill, and the Scanning Plug Item.







As a general rule, you should try to choose your Skills to complement those of your tearmates, so that your force becomes a cohesive unit with a balanced pool of abilities at its disposal. Note that you can change the Skills assigned to your character from the Briefing Menu before each game.



THE MAIN MENU

After you have selected the character you want to use, you will arrive at the Main Menu, your central hub (Fig. 3). This menu features the following options:

Lobby Select	Gives you access to three types of Lobby. More on this below.		
Online News	Check the latest news available.		
Mail	Use this to send and receive mail. You can store up to 16 messages in your Inbox, and up to 5 emails in your Sent folder.		
Clan	A Clan is a group of players who join together and play as a team. You can use the Clan screen to join a Clan or form your own, and then to keep in touch with all members. If you check the Clan Roster, you can see which Lobbies your fellow Clan members are playing in. The Clan leader can additionally edit the Clan embler, which is an easy way of identifying Clan-mates during play.		
Personal Data	Allows you to change a series of personal settings.		
Rankings	Character and Clan rankings are listed here. Rankings are divided up according to rules, and host ratings.		

Lobby Select

You have access to three different types of Lobby (Fig. 4): Automatching, Free Battle, and Training.

Automatching - Select this Lobby if you want to simply plunge straight into the action. This will automatically create a game with other characters that are (as a general rule) at a similar level to you. Once a suitable group of players has been located, you will either join a new match or arrive in the middle of a battle that is already underway. Automatching is the best option if you're a complete newcomer to MGO, or still feel as if you're trundling on training wheels from indignity to disaster. Games in this Lobby influence your level, score, record and Skills, but not your grade.

Free Battle - In this Lobby, you can either join a game that is already up and running, or create a new one that you will host, specifying your own rules, maps and settings (including the number of rounds). You can register up to 15 stages in a game.

Training - In Solo Training, you use dummies and targets to hone your skills. To learn all about the basics of gameplay in the Metal Gear Online world, it's best to select Novice Training. Join Combat Training allows you to receive combat training from veteran players called Instructors. In Combat Training, you train other players as an Instructor. What you do in the Training Lobby has no effect on your level, score, record or Skills.



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Personal Data

This entry lets you change many personal parameters (Fig. 5).

Skill Settings	Enables you to change the Skills you chose when creating you character.	
Appearance Setting	Your choices here only affect your character's appearance, and have no impact on performance.	
Personal Stats	Details of your past battles, sorted by game modes. This includes how many times (and how) you brought down enemies, and how they got the better of you. You'll also find various stats regarding your play time, as well as noteworthy feats you may have accomplished.	
Friend List	Edit your Friend List, send mail or move to a game where a friend is playing. You can have up to 32 friends in your list.	
Block List	You can block up to 32 players you don't want to interact with.	
Match History	View a list of characters you have faced online.	
Player Search	Search for logged-in players matching the name you enter.	
Gameplay Options		
Photo Album	View the pictures you've taken with the Camera item.	

THE BRIEFING MENU

This is the menu that appears prior to every game (Fig. 6). You can use it for several purposes – among other things, to consult the map (though you will probably tind the maps used in this guide more handy), to change learns if you need to balance the distribution of players, or to modify your Skills to best suit the game mode.

Other entries in this menu are straightforward and speak for themselves.

Press (a) to display the Chat Log Screen, and (START) to confirm you're ready



MULTIPLAYER BASICS

For some players, Metal Gear Online will be their first ever experience of multiplayer gaming, However, even battle-scared veterans of online warfare will find that the weight of MGO is unique. The following section is designed to get you up and running with a minimum of tuss.

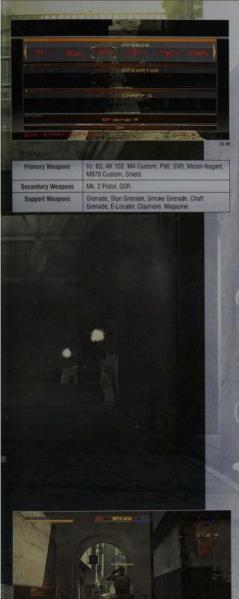
CONTROLS

Generally speaking, controls in Metal Gear Online are the same as in those in MGS4. If you've already played MGS4 for a white prior to making your debut in MGO (and really, you should), the process of moving your character ground will feel instinctively comfortable.

Note that you can practice the basics of controlling a character via the Novice Training option in the Training Lobby. You can also refer to the How to Play chapter of this guide (see page 8).

There are very few commands that are specific to MGO. Essentially, pressing SELECT once opens the Preset Messages window (Fig. 1), and pressing it a second time brings up the Chal menu. With both of these, make your selections with O. You can also adjust the map with (6).





DEFAULT EQUIPMENT

At the beginning of each game, you are offered the chance to choose your equipment. Most of the weapons available also exist in MGS4, and can therefore be found in this guide's Inventory chapter. Each firearm has special attributes and applications, so you really need to make your selection in accordance with the game mode you're about to play (different objectives require different equipment), your personal preferences, and whether or not you have tearmates. In any case, try to adopt a balanced configuration that will enable you to adapt your strategies as new situations arise.

You must choose one weapon per category (the table shows a representative selection of the weapons you will usually have access to). This preset list corresponds to the default weapons available (Fig. 2). Extra weapons can be acquired only if the "Drebin Points Enabled" option has been activated.

The items you have by detault include the Cardboard Box, Binos (which you use like the Solid Eye's Binos mode), and the Camera. These work exactly as they do in MGS4. More can be acquired either by finding them on the battlefield (they are then only available for the duration of the corresponding stage), or by fulfilling certain special conditions.



THE SOP SYSTEM

Just like in MGS4, the SOP System is a network of nanomachines inside the bodies of participating soldiers. This links teammates together and enables them to share information.

To benefit from this system, you must first activate it. To do so, tace a tearminate at closer rangle and press. (a) If you are standing, you will adure (Fig. 3), in other stances, you will point with your finger. When your tearminate's body flashes your tearm color, it means the link is complete. If the linked tearminate is also in direct communication with other squard members, you will automatically join this network. However, the SOP System remains active for only as long as you live. If you die and resparan, you start in an unlinked state.

You can see linked teammates as outlines even when there are obstacles in the way, which enables you to coordinate and participate in soghisticated tactical strikes on enemy positions — but, naturally, this also applies to your opponents. The range of data provided depends on your stance and the current conditions, but you may be able to see not only their position, but also their status and which direction their radio messages arrive from. This information is accompanied by the following identifying icons:

Ó	Preset Message sent	•	Reading a magazine
•	Knocked out	•	Dead
0	Sleeping	0	In combat

With certain Skill settings, when a teammate deals damage to an opponent or is injured by an enemy or trap, the corresponding enemy or trap will appear temporarily on linked teammates' screens.

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The SOP System's main function is to provide information on teammates. However if can also be used to reveal data about your enemies. This is only possible if you have the required Skills and onesithy a specific item as shown in the following table.

CONDITION REQUIRED	Elleci		
Monomania Skill	Displays enemies you've attacked to all linked teammates		
Sixth Sense Skill	Displays nearby traps to all linked teammates.		
Narc Skill	Displays the location of enemies targeting or damaging your soldier to all linked teammates.		
CQC+ Skill Scanner Skill Scanner Skill Scanner Plug item all enemies linked to the one you captured to tear in your current network.			

Needless to say, knowing the position of enemy forces will give you and your team a significant advantage in any game.

MULTIPLAYER DIFFERENCES

Overall, you play MGO exactly as you play MGS4. The controls are identical, the equipment is used in the same way, and even the onscreen display is broadly similar in both games. This means that all of the time you spend having fun in the singleplayer adventure is experience you build for the multiplayer game.

There are, however, a few features that make MGO very distinct, as you generally don't have access to certain gadgets and tools that are staples of MGS4. The most notable difference is that, as a rule, you do not have the OctoCamo suit to help you blend in with environments. The lack of OctoCamo means that it's generally mode difficult to hide, naturally, intelligent use of cover is a must. (The game modes where you play as Snake are an otwious exception – he does, of course, get to use OctoCamo.)

OctoCamo isn't the only thing you're deprived of in MGO: the same applies for the Threat Ring and Solid Eye (unless you're playing as nake in a Sneaking Mission). On the other hand, a radar is constantly displayed in the top-right corner of the screen, giving you a reliable overview of objectives and allies around you (but not enemies). More generally, the equipment at your disposal is considerably limited compared to the incredible resources offered by MGS4. The fact that you have no recovery items whatsoever, and that you cannot recuperate by crouching or lying down, means that you cannot refill your Life and Psyche gauges — straying into the line of lire really matters. Basically, you have three weapons per stage, and bar a lew support items such as the Binos, this is prefit much all you have to work with

Another difference from single-player MGS4 is that the names and Lite gauges of allifes are displayed above their heads at all times, but enemy names and Lite gauges are only shown when you point a weapon at them. If there's no writing over the head of someone approaching you, shoot first and ask questions later!

You don't have Drebin's Shop in MGO, but certain game types offer the facility to buy more weapons and upgrades with the Drebin Points that you earn during the match. You also get a default sum of DP to start with. The more people you defeat and bases or targets you capture, the greater the sum of points you earn to spend the next time you are killed, or when a new round starts if you manage to survive until the end.

You cannot collect ammo or weapons anywhere in the online game. Once your clip is empty, that's it: you must switch to your secondary weapon, the default Stun Knife, or resort to CQC If you have the corresponding (and requisite) CQC+ Skill.

Skills are unique to MGO, and your chosen aptitudes — as well as those of your teammates — have a massive bearing on the tactics available to you individually, and as a group. Other special features include the E-Locater (a grenade that, once it explodes, renders all enemies visible within a set range — Fig. 5), and the Shield (a primary "weapon" that you can use to protect yourself against gunshots and explosions — ready it with (1), and press (8) to strike with it).

MGO has a friendly-fire lock that kicks in if you start firing on a teammate. It doesn't work with CQC, but it's a handy feature that helps to avoid accidental betrayals.

Finally, the catapult is a fantastic device that enables you to fly through the air and reach rooftops (Fig. 6), it's extremely fun to use, is a great way to reach a new location quickly, and has obvious strategic value, but be warned: enemy snipers will often target it specifically, as soldiers are completely vulnerable in the moments before they are launched through the air.

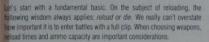






MULTIPLAYER TIPS

GENERAL TIPS



Don't neglect to use your secondary weapon. If you hear the dreaded "dead man's click" during a fireflight, it's sometimes better to switch to your pistol to finish a weakened opponent off.

There is no such thing as "kill stealing" in free-for-all games, despite the profestations of certain opponents – it's every man and woman for themselves. In squad-based matches (particular those that are objective-oriented), the good of the team comes first. Essentially, when you get the chance to put an opponent down, don't pause for a second.

In MGS4, crawling is often the safest way to go. In MGO, the gameplay is too fast-paced for this approach, especially as you (usually) do not have DetoCame to mask your movements. In most situations, crouch-walking is best. As ever, running should be avoided unless you're in direct combat, storming a base as part of a team when there's no need for sleatth, or when you're attempting to escape with several enemies on your tail.

Don't always hurry to charge into battle, Smart players often profit by surveying the scene and judging the correct moment to strike.

As with MGS4, use your eyes and ears — listen for footfalls or cries of pain. The sound system is so sensitive and realistic that you can trust your senses as much as you would in real life. If you hear steps close to you, if means that



the enemy is very near and you should be on your guard. Watch for shadows moving, and be aware that your own sounds and movements can give away just as much about your position to the enemy as theirs do to you. Play with the volume too low, and you'll miss some of these critical prompts.

Wandering more or less aimlessly in free-for-all games tends to be rather ineffective. Until you familiarize yourself well with all maps and their subtleties, you can start by exploring simple routes or loops that are easy to memorize. This way, you will feel less naked and know better what to expect, and how to react accordingly. If you notice that your opponents get used to your patterns, though, be prepared to adapt them immediately, or you'll become laughably predictable.

Try to use cover as much as you can. Any time you spend in an open area exposes you to attack from multiple angles. As a general rule, staying behind an obstacle is the most efficient strategy. Survey the surrounding area by rotating the camera, and leap out to attack as an unsuspecting enemy approaches (Fig. 1).

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UM

Use the Solo Training facility to really get to grips with a map. You can develop interesting strategies to use during combat, scout for good sniping or ambush positions, and gain an instinctive "feel" for the environment. Being familiar with a map's many features will make you a much more effective player.

You can activate the Aufo Aim feature in the Options menu. However, just like in MGS4, this is not necessarily an advantage — this function makes you direct your fire at your target's torso, which is far less effective than aiming at their head. If you do choose to use it, turn Auto Aim on (@) only when it makes factical sense to do so. It's great for offering suppressing fire when your team is being attacked by multiple assailants, or at very close range when standard aiming can become a little unwieldy. Don't overdo it, through: using manual aiming and/or the FPS mode is something that everyone should practice, because the ability to make lethal headshots is the mark of a true adept.

Try not to constantly creep round with \(\bar{\textsf{D}} \) held, as this slows you down significantly and restricts movement. Unless you're actively lining up a shot or sneaking up on an enemy, you should be using the free camera to look around you at regular intervals. If you don't do this, you leave yourself extremely vulnerable to attacks from behinds.

Get into the habit of using explosive devices in the environment to your advantage. If your quarry is foolish enough to move next to an object with the potential todetonate, you are practically obligated to shoot it in order to start or end a fight with a band (Flo. 2).

Memorize the positions where you respawn during your first few weeks of play, especially during free-for-all matches. Knowing where enemies are likely to appear from can help you to avoid unexpected attacks:

Firearms and CQC are not the only means of attack you have at your disposal: you can also roll into someone to make them fall down, and then follow up with a headshot, if you see someone around a corner waiting to roll into you, approach the corner in the crouching stance. Should that character go ahead and roll (and miss you), you can either shoot them with Auto Airn while they roll, shoot them in the head as they get back up, or perform a CQC move.

Similarly, when you knock an opponent to the ground, you have several options; you may finish them off either manually or with Auto Aim, or alternatively shoot them with a tranguilizer dart and then roll into them as they are getting up, which will stun them straight away.

If you attempt to hit someone with a roll and miss, hold \otimes in order to go prone. This will confuse them if they're about to strike back, and will prevent them from hitting you with CQC or a roll. You can even try to shoot them while lying down.

If you get knocked down and you see your adversary lining up a shot, try to surprise them: instead of getting up immediately, remain prone or roll over on your back to shoot them; or, for that matter, roll to the side to dodge their shots.

To lower your chances of being shot in the head, move in an unpredictable fashion. Strate, roll, go prone, slow down — any variation in your motion patterns can help confuse your opponents.



TEAM TIPS

Communication is absolutely essential in objective-based games, and helps in all teamoriented matches. It's important to be clear and concise, so use simple descriptive terms to identify areas and specific positions.

Camping enemy spawn points can cause confusion and imitation that will hamper their elforts to plan and execute a cohesive strategy. If you realize you are being targeted in this way, communicate the danger to your teammates and cooperate to neutralize the threat immediately. If you don't, the results can be disastrous.

In Team Death Match games, don't forget that your wellbeing is of paramount importance, and aim to have a positive kill-to-death ratio. Every single demise you suffer is a point for the opposing team, so it's extremely unwise to throw your life away in skirmishes that you have little chance of winning.

If you get the impression that you're a late addition to a well-organized group, don't just give up and go fight on your own — you'll be wasting your time. Instead, follow and observe your teammates, and try to identify the tasks that you could accomplish to make a contribution to their overall strategy.

The SOP System adds an enormous amount of tactical depth to each battle. However, there are instances where learns will benefit it players making risky solo sorties into contested territory are not actually linked into the network. This way, if a scout or sniper is captured and probed with the Scanning Plug, they won't have any sensitive location data to reveal.



CHIPMENT TIPS

All equipment types that are available in multiplayer matches, are functionally identical to their counterparts in MGS4.

You can safely crawl over deployed Claymores (Fig. 3), though this is a dangerous trick to use – you're effectively doorned if an opponent spots you while you are creeping up to or past one.

The Shield is a weapon that you will find useful mainly in feam games, in itself, a Shield provides mediocre protection and only enables you to strike out at very close quarters. But if you use it to protect a fearmate carrying Kerotan (Fig. 4), for example, it can make a huge diffeence.

You can use the Cardboard Box to protect yourself from headshots — not that it acts in any sense as armor, but because if prevents your opponents from actually seeing your head. Naturally the same goes for the Drum Can.

When you knock an opponent out, place a magazine at their feet: this way, they'll be trapped by it the moment they wake up.

WEAPON TIPS

Throwing grenades to soften up opponents before you launch an attack is a highly profitable factic (Fig. 5). The damage and momentary disorientation can enable you to seize the advantage against virtually any adversary.

Grenades can also be employed to deter assailants from giving chase, especially when you run through doors.

If you are confronted by an enemy sniper, concentrate on keeping your adversary "descoped" – that is, shoot them in measured bursts to prevent them from zooming in and making a precision shot.

Feel free to practice "no-scope" kills with sniper rifles. Even a basic proficiency can be valuable as sniper weapons tend to be extremely powerful.

Place Claymores at key locations to take your enemies by surprise. Position them around a base, for example, and you can create an effective (and potentially deadly) "early warning" system. Needless to say, you should warn your teammates about such surprises when playing team-based games.

In Death Match games, your objective is to kill as many enemies as you can, so make sure you choose lethal weapons. If all you have at your disposal is equipment such as a Shield or the Mk. 2, dispatching opponents will prove problematic.







Conversely, in objective-based games, don't underestimate the potential of anesthetic weapons. You might think that killing your opponents is always more effective, but this is not necessarily the case. Rendering them unconscious works wonders as well, especially as your victims will remain asleep longer than it would take them to respawn.

Tactically, sturning or tranquilizing an opponent can be a great way to create an ambush if you suspect that the opposing team tacks coherent leadership or communication skills. When the inevitable lone hero arrives to save his or her comrade... well, you know what to do next.

If you are hit by a tranquillizer dart, or are rendered unconscious, you can wake up more quickly by rapidly pressing buttons on your controller.

Use all the information that is presented to you on the screen, especially which weapons are achieving regular kilts on a map. Take note of what other players are using and emulate them if you're struggling to make an impact. It's always smart to watch and learn from others. There's no end to the useful flos you can pick up just by seeing how other people play the game. Usually this will be from bitter experience as you get sniped from a position you neglected to observe, ambushed by unseen opponents, or nonchalantly dispatched by a better-prepared adversary. Look at it this way, though, any pain and humiliation you endure in one round is knowledge that you can use to your advantage in those that follow...

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GAME MODES

There are various types of game modes in MGO, each with particular sets of rules and objectives. There are three variations for each of these:

- . Normal: no special conditions.
- Drebin Points Enabled: players can spend DP during games to use weapons that would not normally be available, or to customize certain lirearms. You earn DP depending on how well you do in battle.
- Headshots Only: when a player is not taken down by a headshot, a penalty is handed to the shooter.

DEATH MATCH

To win, you simply need to rack up more kills than your opponents in this carnagelocused game mode (Fig. 1), Pacificists need not apply.

Tip: If you're experiencing too many deaths, pick different areas to frequent, and study the Multiplayer Maps section (page 144).



RESCUE MISSION

The defending team must protect a target, while the attacking team must rescue if (Fig. 2) and bring it back to its goal. You can also win by defeating all members of the opposing team.

Tip: When the target is stolen from your team, be quick to chase the thieves down and request the help of all your teammales.



TEAM DEATH MATCH

Killing is still the primary objective, but this time it's more organized, and you need never work alone for too long. Instead of being a soillary angel of death, you get to team up with associates and make coordinated attacks on your opponents.

Tip: Always stay with your teammates. Together, a group is stronger than the sum of its parts

CAPTURE MISSION

Teams compete to capture Kerolan or GA-KO, and must then defend it at their goal for a set period of time (Fig. 3). If both goals have a Kerolan or GA-KO, the timer is reset.

Tip: Attack really is the best form of defense in this mode. You'll need to be aggressive both to steal your target, and to try to retrieve the other should it be grabbed by the opposing team.



SNEAKING MISSION

Participants are divided into two teams, red and blue as usual, with one personbeing designated as Snake; their name is displayed in orange on the list. Snake wins if he collects the specified number of dog tags after knocking down or killing players (Fig. 4). The teams win either by eliminating Snake a specified number of times, or by having killed the most members of the opposing team when the timer expires. When Snake is discovered, you will hear the familiar "alert" sound from the single-player game, and see a big grange exclamation mark.

When you are lucky enough to be randomly selected to be Snake for the first time, you will note that you don't have the opportunity to pick you own equipment. Don't despair, though — you are given Snake's basic sneaking gear, including the Solid Eye and Theat Ring, Your default weapon is the Mosin-Nagant. Though you can use this for sniping it's not always a good toke, as you need to be close enough to collect your victim's dog tag before they wake up. It's best to rely on sneaking and hand-to-hand combat, or to simply goint the Mosin-Nagant at the enemy to hold them up and get their dog tag.

Tip; if 11 or more players join, one of them plays as Metal Gear Mk. If and can support Snake. Press & to engage the cloaking function and & to shock an opponent.



TEAM SNEAKING

The attacking team is equipped with stealth camo and must capture an objective, while the defending team protects the larget (Fig 5).

Tip: As the defending fearn, focus on protecting key areas, using experience and intuition to judge where your opponents will attack from.

BASE MISSION

Bases are easy to identify as they are surrounded by a frame and a small sphere floats over them. In order to achieve victory in this game mode, you will have to secure as many Bases as possible, which involves staying within the specified boundaries for a set period of time (Fig. 6). The first team to capture all Bases or with the highest total when the timer expires wins. Note that a captured Base can be won back by the enemy.

Tips:

- Capture times are reduced when two teammates occupy a Base simultaneously.
- If you leave a Base that you are in the process of capturing, the gauge will remain unchanged in your absence. This means that you can dive out to take cover for a while if required, and then resume the capturing process where you left off.
- When a round time limit is up, the team with the most Bases wins, even if someone was in the process of capturing a Base.
- It's usually far more effective to try to conquer each Base methodically – with a large group, you can overwhelm divided enemy forces.
- When a Base is being seized by the opposing team, its icon will flash on your screen as a warning.
- If an opponent contests a Base you're trying to capture by stepping inside its boundaries, the gauge will stop filling until you engineer his or her departure from either the Base, or (ideally) this mortal coll.

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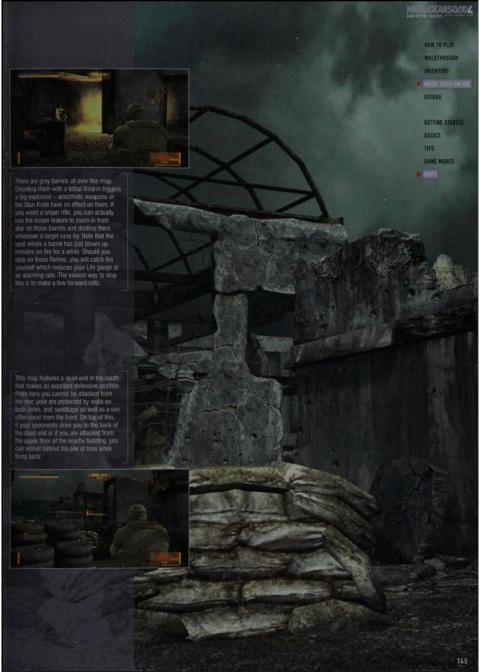




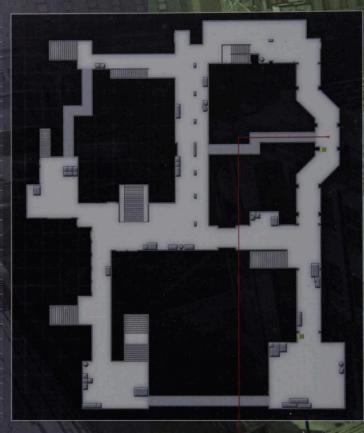
MULTIPLAYER MAPS: AMBUSH ALLEY



Amoush Alley definitely deserves its name, apart from the central roadway, it's a map with narrow winding paths where enemies can jump out unpredictably and stalk you. If you need to run away from a pursuer, there are countess windows and low walls that you can roll briough or over. If you roll diagonally, you are usually pretly much safe during rocess, and may end up belind a wall offering cover long enough for you to turn around and flight back.



URBAN ULTIMATUM



If you dicide to opt for close-range weapons such as shedgens, you will naturally need to avoid open-air areas and rootings. You should instead stay under cover as much as possible, and limit your stalking to the furned section in the north-east. In this condrior your frepower will give you an edge over everyone else. furthermore, you can use not only the explosive borrels, but also the crakes and corners to jump out and crush your targets.

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Single spots are abundant on the rooftops, though most of them ofter very little cover. You have a good view of your enemies — but, they too can easily spot you. There is one position that combine both advantages. Once on the roof of the north-east building, go to the north-west comer, hop over the railing and drop down to the small balcony below. Here you have an excellent view of the roof and the cataguit, which provides many sniping opportunities, while you can only be shot at from that roof or from the street below, which is guite manageable.



Urban Ultimatum is a sniper's dream, with tall buildings offering a great view of the scenery below. However, to access the roofs of the two highest buildings you usually need to expose yourself dangerously, either with using the cataput or when climbing up one of the long ladders. There is a way to (partly) avoid this, though. If you take the ladder on the south side of the north-east building, you are effectively protected by metal boards which make your ascent fair less risky.

GROZNYJ GRAD





There's a tower in the south-west corner of the map that you can climb up. it's a fantastic sniping spot where you are safe from shots from the ground, but be aware that people can can'd frequently will snipe down on you from the two large buildings in the middle of the map. You are very vulnetable in the wide open spaces (both to firearms and grenades), so you need to limit your exposure. Look out for holes in wals that you can cravel through to maintain cover. There are also lots of tanks, vehicles, large shipping containers and so on that you can cravel under or hide behind for cover. Bunkers offer good protection as well.

Being staathy is hard inside the large central hangar, as your feet, clark on the metal valeways. The best way to enter this building without making yourself an easy target for sinjers on the garginyays is either to cataput onto the root, or to climb up via the building to the west. You can then make your way methodically downstairs, which is infinitely preferable to entering from the ground and working your way up. Note that there are cataputs in the south-west and north-east corners of the map. Be careful, thought you will often be sniped when on a cataput, though this is marginally less likely to happen with the until in the north-east.

BLOOD BATH

This map features a diapidate building at its center, surrounded by walkways. You might think that the walkways are good sniping points, but they're not high enough to keep you out of harm's way.





On the ground, there are lots of large rocks and blast shields to hide behind, and you'll find moving between them and carefully stabling your prey to be one of the most satisfying experiences in MiOO. Keeping as close to the edge of the map as possible and inching along is probably the safest way to go. Closech down and roll to the next rock or shield to remain under cover. You should regularly pause and look around to ensure that you're not being followed, as the soft muddy ground makes it difficult to hear anyone creeping up behind you.



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There are steps at all four corners of the map leading down to a basement bunker level. This is a good way to get across the level without exposing yourself, but stay alert, as others will obviously have the same ides? Mou'll find an excellent spot in the north of the basement where you can stand with an SMG and ambash anyone coming from one of three different directions before they get a chance to see you. You could even place a imagazine here to distract any approaching enemies.

MIDTOWN MAELSTROM

This map is actually taken from the single-player mode, and more precisely from the flowntown section of Act 1. As danger potentially lurks around every corner, avoid swaggering down the main boulevare which trust from the south-east to the west. Singer ritles such as the SVD are very effective for this map, especially as they can be profitably used for both fong-range shooting and close-quarters combat.



On the south side of the boulevard, just beyond the first trench, there's a very good rat run that enables you to sneak around the back to the north end. You need to climb up two small walls to reach it. Alleyways lead off it right back to the main road, and you can hide in them and wall for anyone passing down the central street.



Climb up the first ladder you come to in the alleyway on the east of the main mand to each the rooffion. This is a great schind spot where you are well-hidden and get a good view of the whole wide thoroughfare. Alternatively, you can camp by the ladder leading up to the spot and ambussh any would be singers. A little way further along theirs is also a large building that you can enter, which is a perfect spot to spipe and ambussh anyone taking this route. Enter the building by yampling in through one of the ground-floor windows and go upstar's to the second floor, where you'll find more simpling variating points to the front. You can jump out onto the roottops from a third-floor window and floo down to another excellent simpling points behind a wall. Wait here long enough and you'll beg plently of kills.



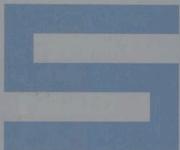




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EXTRAS



SPOILER WARNING! This chapter is practically bursting at the seams with secrets and spoilers. Do not, under any circumstances, read any further until you have completed Metal Gear Solid 4 at least once. YOU HAVE BEEN WARNED!



L1 SCENES

Bar a few "secret" interactions (particularly with Naomi in the Research Lab during Act 2), an (1) prompt appears whenever you can look through Snake's ... eyes during a cutscene.

		Ground Zere	Snake looking up at a Gekko carrying a dead body above him
		100	Hidden Snake watching a Gekko stamping the "No Place for Hideo" box
		Downtown	Snake looking at the inside of the oil drum used by Johnny as an emergency tollet
		Advent Palace	Johnny pointing his weapon at Snake with the safety enabled
		L. S. L. L. L.	View of photo
		Crescent Meridian	Screaming Mantis
		Millenium Park	Liquid on the balcony
		Power Station	88 Corps
		Research Lab	Snake sneaking around the outside of the lab
			Snake thicks he saw something (It's Laughing Octopus)
			Snake picking up a oigarette and checking Naomi- out (with Psyche increase)
			When Naomi sits on the bed next to Snake and attempts to pick up the cigarette (secret, no button prompt; restores Psyche)
			When Naomi knests in front of Snake and says "I have something to sell you" (secret, no button prompt, restores Psyche)
			Naomi shocked by Snake's old body
			Snake in CT scanner
		175 The 124	Resistance member pointing gun at Snake
		Church Courtyard (after Midtown N Sector)	Just after the CB scene by the van (secret, no button prompt)
			Triumph motorcycle
		Echo's Beacon	Snake looking at Raging Beauty's bottom
		Volta River (end of Act 3)	Snake slowly walking around the corner with weapon
		Missouri (Mission Briefing)	Snake's blurred view after using the Syringe
	ACT 5	Command Center	After Psycho Mantis leaves (secret; view of The Sorrow from MGS3)

Before we dive into the more momentous secrets at the heart of MGS4, we begin with a brief recap of the various instances where you can interact with cutscenes. These may come in useful at a later date, should you choose to revisit the entire

the number of Flashbacks you view. When the 🛞 prompt appears, tap the button rapidly.

	The second second	Snake saluting
	21-12-22-2	FOXDIE
	Ground Zero	Naomi
		Liquid
	Red Zone	Metal Gear REX
		Weapons pointed at Johnny in the past
	Advent Palace	Meryl in MGST
	191	Johnny relieving himself in oil drum
	The state of the s	Solidus and The Patriots
	Nomad (Mission Briefing)	Vamp
	Power Station	Sniper Wolf, Vuican Haven, Psycho Martis and Decoy Octopus
		The Patriets
		Naomi at Shadow Moses (MGS1)
	Research Lab	ArmsTech president, Liquid
		Drebin
	Mountain Trail	Naomi
	Marketplace	Little Gray
	Nomad (Mission Briefing)	Olga (Supry's mother)
		Emma Emmerich
	Church Courtyard (after Midtown N Sector)	Big Mama
	Echo's Beacon	Young Snake and Liquid
		Big Boss
	Heliport	During "secret" surveillance carriera cutscene
		Otacon in MGS1
	Nuclear Warhead Storage Building B2	Naomi's past betrayal
		Metal Gear REX's old underground hangar
		Key cards in MGST
	Snowfield & Communications Tower	Sniper Wolf
	Underground Supply Tunnel	Metal Gear REX
	Port Area	Ouring the remembered conversation between Rose and Raiden from MGS2 (secret, no button prompt)
	Missouri (Mission	Naomi
	Briefing)	Emma/Sunny
	Sales Sales	Psycho Manis flying after the Screaming Manis battle (secret, no button prompt)
	Command Center	Memory Card/PlayStation 1
		DualShook controller/rumble feature
	- Santa Ball	MGS1 codec call
		"The Spirit of the Warner"
	Missile Hangar	Johnny

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SPECIAL EQUIPMENT SECRETS SYNDPSIS

INTERPRETATION BIOGRAPHIES



Emblems

At the end of each MGS4 playthrough you will be rewarded with one or more "emblems", special accolades that acknowledge your performance in a variety of ways. The emblem with the highest "value" will always be chosen as your post-game title (Fig. 1). The higher this is on the list, the better you did.

Over the following pages, we look at all 40 emblems. Some are quirky: others monumentally difficult to obtain: a few, towards the lower reaches, might leave you feeling a little disappointed. Don't be disheartened if your initial rating is less than stellar, though - MGS4 is a game that takes time to master, and your first playthrough is essentially a dress rehearsal for the fun that follows.

Note: the Race Gun. Suit and Command Vests are unlocked as standard after your first playthrough, so we don't mention these in the "Special Completion Bonus" sections.

Total Play Time		
Continues		
Alert Phases		
Recovery bems Used		
Weapon Types Procured		47 38
Flashbacks Watched		
Special Items Used		
Total Bonus	71	30.210
Current Drobin Points	2.008.538	
Confer the ste ot.,		"FOX"

EMBLEM LIST



\$3		
Eate		
10/10		
CRITERIA		
0		
0		
0		
< 5:00		
0		
or the Bandana		

Notes: This is the ultimate accolade, and will be the sole preserve of expert players willing to hone their skills on several playthroughs. Playing a "perfect" game on the unlockable The Boss Extreme setting is ridiculously hard, but it's actually the maximum time requirement that will make it almost prohibitively difficult for most. If you're determined to beat this challenge, you can find a collection of useful tips and guidelines on page 170 of this chapter.

Special Completion Bonuses: Patriot, Big Boss FaceCamo, Big Boss (Pod@ song











	ENB	
DIFFICULTY	9/10	
CRITE	RIA	
Number of Alert Phases	< 3	
Number of kills	0	
Number of continues	0	
Game time	< 5:30	
Rations, Regain, Noodles used	0	
No use of Stealth Camoullage	or the Bandana	
Big Boss Hard or higher		

Notes: An ambitious goal even for highly skilled players. obtaining the Fox Hound emblem is the perfect training accolade: If you can beat Fox Hound, Big Boss is within touching distance. The slightly less stringent time requirement is a real blessing, but knowing how best to beat the Beasts with a minimum of fuss is vital.

Special Completion Bonus: Thor .45-70

TYPE	Elte: 8/10
CR	ITERIA
Number of Alert Phases	< 5
Number of kills	0
Number of continues	0
Game time	< 6:00
Rations, Regale, Noodles u	sed 0
No use of Steath Camoutt	age or the Bandana

Notes: If you're determined to unlock every emblem and bonus feature, this is a good place to start on a second playthrough. Even though a few Alert Phases are allowed. it's good practice to avoid them entirely. The easier route taken through Midtown in Act 3 means that the game time requirement is still tough, but within your means once you know your way around.

Solid Normal or higher

Special Completion Bonus: Desert Eagle (Long Barmi)



TYPE Elto
CREDULTY 7:10

CRITERIA
Number of Alter Plasses < 3
Number of Lorentees 0
Game time 0
Game time 0
Game time 0
Hadron, Requin, Noodes used 0
No use of Stealth Camouflage or the Bandana
Naked Normal or higher

Notes: Thore's no real point in aiming to specifically unlock the Hound emblern, as you'll obtain it automatically if you unlock Fox (or, Indeed, the grades above t). The lower offloody setting makes it a much more approachable challenge over not yet confident associat to go for the higher emblores, though.



TYPE	Elite
DIFFICULTY	7/10
CRITER	IIA.
Number of Alert Phases	0
Number of continues	0
Game time	< 5:00
Rations, Regain, Noodles used	0

Notes: An amazingly tricky emblem to get and not really worth the trouble, given the tack of additional rewards. If you can beat the game time requirement, you'll receive it automatically when you gain the Hound emblem or higher.



WOL	
TYPE	Elite 5/10
CAUTE	DA.
Number of continues Rations, Regain, Needles used	0

Notes: This is a very approachable goal on lower directively levels. Once again: Now, it's better to set your sights higher and gain this emblem when you obtain Hound or above. As there is no time limit, this is actually the best rating that a pigger could hope to win on a limit playsthrough—even if it's very implicable that anyone actually will.





Notes: This is the easiest Ellie emblem to obtain Os-Liquid Eagy, skilled players with a good knowledge of the map layouts will be able to practically con to the exist of many zones. The bleasts and Michaeu writtenann sequence will slow you down a tittle, but these are inconsequential hundles if you've faced them before on ingline difficulty levels.



OCCUPUB

TYPE EITH

DIFFICULTY 6/10

CRITERIA

Complete ANSS# with zero Alert Phases

Notes: The lowlest of the Eitle emblems, but an admirable achievement nonetheless. This is obviously casier on the less challenging difficulty settings, but you'll still need to save regularly – even a single Alort Phase is one too many.

Special Completion Bonus: Straith Camouflage



TYPE Unique
DIFFICULTY STO (5/10 with Steam)
Carrourlage)

Defeat 100 or more enemies with CQC chokeholds

Notes: Hard to obtain on its own (yet an absolute breaze with the axiony of Steath Camouflage), some players might opt to try for this emblem at the same time as Assassin.



TYPE Unique
DIFFICULTY 3/10

CONTEN

Notes: A good rating for those who like to shoot first.

and then forgo the traditional questions at a later date in taxor of yet more shooting.

b ".

ASSASSIR.

TYPE Usique

DIFFICULTY 5/10 (I/10 with Steath Carnoutlage)

Enemies defeated with krite kills or knite stuns ≥ 50 Number of CGC holds ≥ 50

tomber of times discovered at 25

Notes: This is a rather factly indicator—successfully defeating 50 opponence with DCD. Noted and soft in site flexibility, with a neutrann of 25 Not Phases during the entire playthough, is a body proposition. You'll need to be the specified policy flow for the service of the sequence where you tast the resistance member in Act 3, as there are their practical opportunities to engage in CCD stiff and the sequence of the sequence

Special Completion Bonus: Altair Disguise



PRESON.
TYPE Unique

DIFFICULTY 5/10

imber of kills

Notes: To viri this emblem, play through the emtre game without killing a single solder, and defect sold. Beauty with non-lethal ammunition or Stan Grenades. Destroying Delkin (futth vinetties) and States does not count forward syon vial flots. This is aboutly an easier goal than you might think. With a Mix 2, Mosen-Haspart and a shotgin loaded with V-Ring ammunition, there's no challenge that you can't overcome.

Special Completion Bonus: Bandana

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DIFFICULTY 3/10
CRITERIA

Number of items given to militia/rebels ≥ 50

Note: No cas give healing times to rifful and rebot soldies in Acts 1 and 2. To do so, simply ready an appropriate restorative object in the items minut, sponsors a mittel or rebot soldier, and their process Go when the obsceres propriat paperars. Repeat 89x a lumber 48 times, and the orbitism is yours. They have been considered to the control of the case: to schieve, on lower officulty sentings, as Soake can collect and carry far more countive ferror. It is also a good dise to get the feathwe emblom at the same time.



HAWR
TYPE Unique
DIFFICULTY 3/10

Number of times praised by militia ≥ 25

Notes: This is one of the most amount Unique emblane. You may have already noticed that the militial and state it brook in Act 1 and Act 2 respectively will prose Series if they consider them an alley. The best very to earn their bank is to happen them to win tables, analyticity and another bank is to happen them to win tables, analyticity and their bank is to be a proper to the proper to be a made and refer to disciss many problematis Series's actioned blave, militial and refer to disciss may problemate Series's a action-remerts when they executed from All you then have to dis is not assured outwill per adulation. If you concessfully destroy the bod onlywers and may up the PMC infamily in Red Zone (Act 1 – see page 34), the Milital Sets House came that followers should be choosen the Series's PRICE have (Ch.).



15.

TYPE Unique

B/10 (10/10 if you

don't use Edras menu
passwords)

CRITERIA

Acquire 69 unique weapon types (excluding 1911), or 70 (including 1911)

Notes: Essentially, the only way to get this emblem is to acquire every last weapon in MGS-4. This is much reader if you use Extras menu cooles (see gage 180) to get the weapons that can usually only be obtained after the award of the Big Boss. Fox Hound, Fox and Hound emblems.



TYPE Unique

6/10 (2/10 with Steath
Camoullage

PORTEDIA

Perform 50 or more body searches during hold-up

Notes: The requires a lot of advance planning, as tracking down 50 line soliders to hold up (which can incube militaries, refels and resistance members, if you wish) really and a trivial undertaining. An excellent understanding of solider locations and patrior routes is a must. The uniocivath's Steatiff Camouflage gadget makes this mach easile to get.



TYPE	Unique		
DIFFICULTY	5/10 (2/10 with Steath Camouflage)		

Perform 50 or more hold-ups

Notes: You'll receive this automatically if you fulfill the criteria for the Ant emblem.



TOF	TOISE
TYPE DIFFICULTY	Unique 3/10
CRI	TERIA

Spend more than 60 minutes hidden inside the Drum Can or Cardboard Box

Notes: There's no reason why an agoraphobic hero can't save the world – it just takes a little longer, and requires specialist equipment.



RABBIT TYPE Unique

PRITERIA

Turn the pages of Playboy or the Emotion Mag 100 times or more

Notes: A reward for truly declicated connoisseurs of specialist publications.



Section 1	BEE	
TYPE	Unique	
DIFFICULTY	4/10	

Scan or inject PMC solders with the Scanning Plug or Syringe respectively on 50 occasions or more

Notes: This is an entirem that players are unifiely to get on a first playthrough, as by the time that you have the Syrlage, there are relatively few opportunities to capture lone soliders. Given the high requestments (So injections/cans with the Scanning Plug is a harry hope total), this is definitely an emblem that you need to retentionally play for.



TYPE	Unique
DIFFICULTY	2/10

Spend 1:00 hour or more clinging to a wall

Notes: As crawling is clearly the best infiltration technique, the illustrated that any player will comfortably spend over two hours pressed up against walls is extremely slim. Like so many other Linique-class emblems, though, it's easy to win once you know how.



SCARAD

TYPE Unique

DIFFICULTY 1/10

Perform over 100 rolls

Notes: One hundred forward rolls is a lot, but it's a simple requirement to meet once you know about it.



TYPE Unque
DIFFICULTY 1/10

oll or jump to the side 200 times or more

Notes: Just find a safe spot and dodge to either sido (hold ≤), then press ⊗ and ● left or right) until you reach the specified total. You can also get this by rolling from side to side in a prone position.



TYPE Unique
DIFFICULTY 2/10
CONTENIA

Crawl for 60 minutes or more

Notes: Over an hour of crawling may seem like a lot, but it's a fairly likely eventuality on the lists occasion you play a "pare" stealth playthrough in order to obtain the second Steath Camouflage gadget.



YYE	Unique
DIFFIGULTY	3/10
00	renia

Notes: You're much less likely to encounter this during a general playthrough than Inch Worm, so you'll probably need to leave the game running with Snake crouched in

a sale spot while you attend to other things



TYPE	Unique
DIFFICULTY	1/10
CR	TERIA

Notes: Not a hard emblem to obtain, even on a pure stealth walldreough - just regularly find a decent hiding place wherever you encounter combat between PMC forces and local dissidents during the first two Acts, and then send Metal Gear Mk. It out to act as a battlefield scavenger.



TYPE	Unique
DIFRICULTY	3/10

Enter a Combat High 10 times or more

Notes: This is a reasonably tricky accolade to get unless you're actively playing for it. You need to fire a weapon over 100 times during a full Alert Phase to experience a Combat High. The Confinement Facility zone in Act 2, with its infinitely respanning soldiers, is a good hunting ground.

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Notes: Gluttony; the tastiest of all sins. To unlock this olade Prough "artificial" means, play on a lower tems, set one as your default item, pick a fight, and leave Snake to spak up the damage. When his stocks before you're in danger of running out of stocks, move on to the next zone and begin collecting snew



Number of Alert Phases > 100

Notes: Stealth ("stelth", noun): "Avoiding detection by



Number of kills

Notes: If you have obtained this emblem, greater good" that would have made Machiavelli wince. You had an omelet to make (for which, read: world to save), so you weren't reluctant to crack a few eggs (for which, read heads). We're not about to disagree with an individual who has just taken down entire battalions. single-handedly, but you might - just might - consider moderating your use of brute force if you want to unlock



≥ 30:00

1/10

Notes: An accolade for either those who complete MSS4 at an incredibly lessurely pace or, more likely, people who leave their PS3 and the game running for long periods while off doing other things.



Number of Alert Phases ≤ 250 Number of kills Number of continues ≤ 25

Notes: The most probable reward for those who generally tavor use of non-lethal weaponry, or generally avoid potential enemies, and by far the most noteworthy of the "Common" emblems.



Number of Alert Phases Number of kills Number of continues

Notes: The "silent but deadly" emblem, awarded to players who generally remain out of sight but mercliessly execute all soldiers that potentially threaten them. If this was your final title, you'll probably be in good shape for a no-kill, no-alert playthrough if you can rem in your triggerhappy instincts for the next playthrough.



	PEUL
TYPE	1/10
CRIT	ERIA
Number of Alert Phases	≤ 75
Number of kills	≤ 250
Number of continues	> 25

Notes: For players who tried to remain unseen, but were frequently tradden on when discovered.

Special Completion Benus: Though there are no rewards specific to the rating, you'll get the Corpse Carno in the (rather unlikely) event that your total continues exceed 41.



TYPE	Common	
DIFFICULTY	2/10	
CRIT	ERIA	
Number of Alert Phases	> 75	
Number of kills	> 250	
Number of continues	≤ 25	

Notes: We don't need the powers of Psycho Mantis to discern that those who get this particular emblem spend a lot of time playing FPS games – and beating them.



LEO	PARO
TYPE	Comman 2/10
CRIT	ERIA
Number of Alert Phases	> 75.
Number of kills	≤ 250
Number of continues	> 25

Notes: The emblem for pacifists with subtlety issues, or for those who regularly chose to simply run for the ext when (traquantly) discovered. It's by no means a temble rating to have, as an iswallingness to engage in builte staughter bodes well for future playthroughs.

Special Completion Bonus: Though there are no rewards specific to the rating, you'll get the Corpse Camo if your total continues exceed 41.



SPIDER			
TYPE DIFFICULTY	Common 1/10		
CRIT	ERIA		
Number of Alert Phases	\$ 75.		
Number of kills	> 250		
Number of continues	> 25		

Notes: Much sike Tarantula, but with one principle difference – you were much easier for your opponents to foll when discovered.

Special Completion Bonus: Though there are no newards specific to the rating, you'll get the Corpos Cambo in the unlikely event that your total continues exceeds 41.



UAR	
Common 2/10	
ERIA	
> 75	
≤ 250 ≤ 25	

Notes: An emblem for prayers who didn't feel obliged to blast their way out of the many Alert Phases that their frequent bouts of elephant-grade stealth led to.





TYPE DIFFICULTY	Common 1/10		
CRITI	ERIA		
umber of Alert Phases	> 75		
And the second states	nro.		

Number of continues

Notes: Despite being named after a cat that usually avoids human contact, this is a likely emblem for players who attempt to play MGS4 as a straight shoot am up during their first playthrough, and don't fare too well as a consequence.

> 25

Special Completion Bonus: Though there are no rewards specific to the rating, you'll get the Corpse Came if your total continues exceed 41.



TYPE JOAN DIFFICULTY 2/10:

CRITI	FUA
Number of Alert Phases	≥ 150
Number of kills	≥ 500
Number of continues	≥ 50
Game time	≥ 35:00
Number of uses of life	235

restoring items

Notes: Though it's actually intended to be the worst of all miblierns, Chickern actually requires quite a lot tol effort to obtain. As an additional reward for your protracted and messys (allows, you'll also receive a fee tunique emblern. Though extensible positioned at 40, Chickers actually lies between 20 (Bee) and 21 (Gecko) in terms of prominence when it comes to determining your first "lattle" after end of the government.

Special Completion Bonus: Though not directly ted to the rating, you'll definitely get the Corpse Camo with the Chicken emblem.

EMBLEM ITINERARY

There is actually a small borus for unlocking all 40 emblems: you receive the (trankly marvelous) Snake Eater iPode® tune. As you can unlock multiple emblems on a single playthrough, we've prepared the following basic "playthrough titnerary" that you might like to follow. Naturally, this is purely a suggestion, and you're free to unlock each accolade in the order you see fitt. However, the logical progression we ofter here will help you to reduce the potential number of individual play sessions to a manageable number.

The "Big Boss Hard" Playthrough

Emblems Unlocked: Fox Hound, Fox, Hound, Walt, Octopus, Pigeon, Scorpion

Requirements: Number of Alert Phases < 3; Number of kills = 0; Number of continues = 0; Game time < 5:30; Rations, Regain, Noodles used = 0; No use of Stealth Camouflage or the Bandana: Big Boss Hard or higher

Notes: As you'll need to both hone your skills and (ideally) acquire certain items for an attempt at the Big Boss emblem, this is excellent preparation and an approachable second playthrough for seasoned Metal Gear Solid veterans. Though The Boss Extreme is much tougher than Big Boss Hard. Requirements: Take a deep breath, brace yourself accordingly, and ... here we go. Number of Alert Phases ≥ 150, Number of Islis ≥ 500. Number of continues > 50. Game time > 35.00. Number of uses of lite restoring items ≥ 50, Number of times in Combat High ≥ 40, Pick up 400 weapons), items or more; Spend 2:30 hours or more crouching. Spend 60 minutes or more in a prone position; Jump or roll to the side 200 times; Perform 100 or more forward rolls; spend 1:00 hour or more clinging to a wall; Scan or inject 50 soldiers or more with the Syringe or Scanning Plug; Turn the pages of a Playboy or Emotion Mag 100 times or more. Wear the Cardboard Box or Drum Can for over 60 minutes; Perform hold-ups on 50 soldiers or more. Perform body searches on 50 soldiers or more; get praised by militia or rebel soldiers, Perform 150 headshots or more; defeat 100 enemies with COC chokeholds

Notes: There's no reason why you can't unlock the vast majority of the Unique emblems in one playthrough, so that's precisely what we advise you to do. You'll need to spend over ten hours doing something else while working on the timedependant accolades, and you'll really need the Steath Camoutlage to beat some HOW TO PLAY
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you'll have a chance to perfect many of the tricks that will enable you to beat the highest difficulty level. You will also have a chance to unlock or acquire like tools that will help you on the next step, including Emotion Bullets and the Solar Gan. See page 164 for more details.

The "Ultimate" Playthrough

Emblems Unlocked Big Boss, Mantis, Raven, Little Gray

Requirements: Number of Alert Phases = 0; Number of kills = 0; Number of continues = 0; Game time < 5:00; Rations, Regain, Noodles used = 0; No use of Steatht Camouflage or the Bandana; The Bass Extreme; buy all weapons from Orebin's Shop before your playthrough ends

Notes: You can find a guide to completing The Boss Extreme on page 170; our main walkthrough also features an enformous amount of helpful fips and tricks. If you're supremely confident in your abilities, you can jump straight into your The Boss Extreme playthrough, completely skipping our suggested Big Boss Hard session. If you don't practice beforehand, though, there's a very high chance that you'll fail with the ultra harsh time requirement...

The Grand "Chicken" Playthrough

Emblems Unlocked; Chicken, Puma, Giant Panda, Crocodile, Cow, Fig. Hog, Hyena, Lobster, Inch Worm, Frog. Scarab, Gecko, Bee, Rabbit, Torfoise, Gibbon, Ant, Hawk, Blue Bird, Eagle, Bear of the combat-oriented cribblems with relative ease. As it's hard to keep track of how you are faring with certain requirements, note that you can watch the scrolling message during the Mission Briefing cuscenes to learn certain pertinent statistics. You'll need to complete most of them during Acts 1 and 2, but the Confinement Facility, othyough, is a good place to hin! PMC soldiers.

The "Assassin" Playthrough

Emblems Unlocked: Tarantula, Assassin

Requirements: Enemies defeated with knife kills or knife stuns ≥ 50; Number of CQC holds ≥ 50; Number of Alert Phases ≤ 25; Number of kills ≥ 250; Number of continues ≤ 25

Notes: Tarantula and Assassin go reasonably well together, so this is both a practical and epigyable combination. Be careful not to exceed the maximum Alert Phases specified above – Tarantula allows for 75, but Assassin demands no more than 25.

The Bad News

Unfortunately, there's no way to group the remaining emblems (Centipede, Spider, Jaguar, Panther and Leopard) into a single playthrough. However, as all of these can be easily obtained on Liquid Easy, it's simply a case of having sufficient stamina for the final leg of your MGS4 marathon. It's also a great opportunity to try out all the weapons and gadgets that you've neglected so far.

Special Equipment

GAME COMPLETION DATA

When you save your progress for the last time after completing MGS4, a "Game Completion Data" file is created (Fig. 1). This is always named "Epilogue: The End". To start a new game in which you both retain all existing weapons, ammo and items, plus any rewards you unlocked in your previous playthrough, select "Load Game" and select this file. You will then be taken to a screen where you select the difficulty of your new play session.

All existing equipment and bonus items are made available for use after the meeting with Metal Gear Mk. II in Red Zone, early in Act 1.



SECRET WEAPONS

Unlock Conditions: Enter a special password in the Extras menu (see page 180).

It doesn't have any special features, but the 1911 Custom is a solid, highly powerful handoun. Unlike other unlockable weapons, you can add an optional Suppressor at the Customize screen. It makes a good replacement for the Operator on higher difficulty levels, where enemies can sustain greater damage before they fall,

Unlock Conditions: Obtain the Fox emblem, or enter a password in the Extras menu (see page 180).



- The Desert Eagle (Long Barrel) (or "D.E (L.B.)" as it appears in the in-game menus) is very powerful a single shot to the body of a PMC soldier will knock him from his feet.
- Headshots are instantly lethal against PMC soldiers, even on The Boss Extreme.
- The most noteworthy (and best) feature of the Desert Eagle (Long Barrel) is that it comes equipped with a scope. With 3x and 10x zoom modes, it's a more efficient medium-range weapon than most dedicated sniper rifles, with the added benefit that each shot knocks the target over. Even if your first squeeze of the trigger didn't have the desired result, this gives you the luxury of a few moments to make your second shot count. However, you should note that its power decreases quite dramatically with range.

Unlock Conditions: Buy from Drebin.



- As Emotion Mags are available for purchase at Drebin's Shop. during your first playthrough, you may wonder why we are mentioning them here. During a subsequent playthrough, though, the pictures of Beasts are replaced by the Beauties hidden within the suits (Fig. 2).
- Just in case you haven't experimented with them, Emotion Mags cause PMC troops (and, if you care to try, militia and rebel soldiers) to develop emotions that correspond with the
- Beast or Beauty displayed on the open pages. Hold (1) and



(R) then tap to enter FPS Mode, and finally press to select a page before you release all buttons to place it on the ground. Haven Troopers will instead salute the magazine. As with Playboys, Emotion Mags have no effect during Alert Phases.

Unlock Conditions: Available in Drebin's Shop from second playthrough.

When Drebin's Shop reopens once you reach the end of the Militia Safe House zone, Emotion Bullets are offered for purchase for the first time. This unique form of ammunition is fired via the Mk. 2 pistol (22 rounds) and Mosin-Nagant (7.62 mm rounds), and comes in four distinct varieties.

If your chosen difficulty level is The Boss Extreme, you cannot purchase Emotion Bullets (or, indeed, any form of non-lethal ammunition) from Drebin. They don't even appear in his list of wares.

- · Emotion Bullets have a profound effect on PMC troops (and, if you choose, militia, rebel and resistance soldiers encountered in the first three Acts). For an immediate effect, you'll need to make a headshot.
- Laugh bullets (yellow) cause targets to be seized by almost uncontrollable mirth. They keep hold of their weapons. and may fire intermittently (and often inaccurately) in Snake's direction if they can see him.
- Rage bullets (orange) make targets roar with anger. If they can't see Snake, they'll stand on the spot and struggle against the powerful ernotion. After the initial hit, they're still highly dangerous - they can (and will) fire if Snake is in their field of view.
- · Cry bullets (blue) make soldiers drop their weapons and fall to their knees instantly, where they will wail uncontrollably.
- Scream builtets (green) cause solders to drop their weapons and howl with anguish. They may even attempt to flee.
- After the initial effect period is over with all four types of Emotion Bullet, the victim will lose consciousness.
- Two headshots with this ammo type will render a target immediately unconscious.
- Emotion Bullets knock Haven Troopers out, but have no other effects. This makes them extremely useful when you play on The Boss Extreme, but you'll need to prepare (and save) a full supply in a prior playthrough to take advantage of them.
- Finally, if you hit a Beast or a Beauty with an Emotion Bullet that corresponds with her signature emotion (for example. Laugh Bullets for Laughing Octopus), it reduces her Psyche level. However, the amount depleted is lower than standard tranquilizer rounds. If you're attempting a non-fethal takedown, it's much better to stick with basic anesthetic darts.

Unlock Conditions: Defeat Screaming Mantis in Act 5

- Though you obtain the Mantis Dolf as standard during a playthrough, there aren't any targets (other than, naturally, the Beast herself) that you can use it on. However, this weapon is carried over to future sessions when you start a new game with your Game Completion Data.

- The Mantis Doll enables you to manipulate the

bodies of the living. As Snake isn't a skilled

"psychokineticist", though, his clumsy attempts to control targets shakes them to death instead. Aim at targets with (ii), then fire with (iii). When the slow-moving projectiles fired by the doll hit their target, an onscreen prompt will appear. Hold (1) and tilt your controller back and forth to throw your unfortunate victim around (Fig. 3).

Shake a soldier hard enough, and they will usually drop ammunition, grenades, or a healing item.

Unlock Conditions: Obtain the Big Boss emblem, or enter a password in the Extras menu (see page 180).

- . This is the most deadly submachine gun in MGS4 its power rating of 425 puts it just ahead of the M10, and its effective range is much higher than any other weapon in its class.
- However, the true beauty of the Patriot is that it never needs to be reloaded, and has infinite ammunition. You literally don't need to stop firing for a second.
- There is a random possibility that the opening strains of the Snake Eater song will be played when Snake fires it.

HOW TO PLAY WALKTHROUGH INVENTORY METAL SEAR ONLINE

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RACE GUN



Unlock Conditions: Complete MGS4 once.

• With its poor stooping power and rather pitiful range, you might wonder how the Race Gun can be viewed as a bonus, and initially dismiss it as some form of joke. However, it is actually a truly remarkable pistol, as its bullets ricochet from any surface they hit. This enables you to shoot enemies when they are behind cover or around corners. The potential for mischief should be obvious to all...

SMOKE GRENADES





- Like Emotion Bullets, these special grenades have a powerful effect on PMC soldiers who inhale their smoke (Fig. 4). If sufficiently intoxicated, targets will display unusual behavior before losing consciousness.
- For your reference, "Y" is Laugh, "R" is Rage, "B" is Cry, and "G" is Scream.
- These grenades cannot be purchased if you are playing on the unlockable The Boss Extreme difficulty level.



-

BOLAR GUN

Unlock Conditions: Collect all four Beast dolls and the Frog Soldier figurine.

- The criteria for obtaining this unusual weapon is a little more complicated than other items, so it warrants further explanation. As revealed in the main walkthrough, there are five special "figurines" that you can collect by using non-lethal weaponry in five separate battles. These are the Haven Trooper flight in Advent Palace, and all four Beast confrontations. With the exception of the "frog Soldier Doll and Crying Wolf Doll, these must be collected before the first stage of the subsequent Beauty fight ends. Collect all five, and the Solar Gun is rewarded after the final credits.

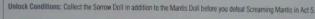


B 5

- If you miss one or more figurines, you need only collect those that you lailed to acquire in your previous session. If you're a little sketchy on which ones you need, you can check the table opposite the kitchen area on the Normad during the Mission Briefing cutscenes, as this is where Sunny proudly displays them. Once you complete the game again, the Solar Gun will be yours to use.
- The Solar Gun has two effects: it depletes Psyche gauges when you hit targets with single shots, and (perhaps more significantly)
 causes soldiers or even corpses to drop items that they would not usually possess.
- For best effect, you should hold down (1) until the Solar Gun reaches full charge (Fig. 5). Shooting an enemy with a fully charged blast will render them instantly unconscious (which can take several non-charged shots), and cause them to drop up to four items. Shooting a corpse with a fully charged shot will make them drop all potential items at once. Once a soldier or body has dropped its maximum quota of rewards, you will receive no further bonuses.
- Note that the Solar Gun's current charge level will be lost if Snake changes posture or is hit by a bullet. This makes it rather ineffective during pitched battles.
- Using charged shots is essential, because they make lower demands on the Solar Gun's limited battery life than ill-advised barrages. The Solar Gun's battery can only be replenished outdoors in direct sunlight. Move out of the shadows and into a brightly lit area, and then hold to begin the recharging process. The battery is automatically restored to full power at the start of each Act.
- Despile the noise and obvious visual disturbance, preparing to shoot the charging Solar Gun has no effect on Snake's Camo rating.
 However, on no-alert playthroughs you should note that the relatively slow-moving projectiles may draw attention towards him, with obvious consequences.
- The Solar Gun is extremely useful on a The Boss Extreme playthrough, especially if you're attempting a "perfect" game. Stun Grenades and Anest. (.22) ammunition are dropped fairly regularly when you hit soldiers or corpses, which makes it a great tool for obtaining vital non-lethal ammunition. It's also unbelievably effective in the fight against Vamp, and can be a real help during the motorbike sequence in Act 3. You can disable a Beauty with two charged shots, though obviously you'll need to fire from close range.

HOW TO PLAY

SORROW DOLL





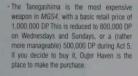
Though you can obtain the Sorrow Doll during your first playthrough, there are no targets you can use it on before
the final credits. However, this weapon is carried over to tuture sessions when you start a new game with your saved
Game Completion Data.

WALKTHROUGH INVENTORY METAL SEAR ONLINE

The Sorrow Doll enables you to manipulate the bodies of the dead in exactly the same way as the Mantis Doll enables you to take hold of the living. Shake corpses to find hidden items.

TANEGASHIMA

Unlock Conditions: Purchase from Drebin.





 So: what do you get for your significant investment? Initially, the answer seems to be:

not a great deal. To be frank, the Tanegashima is an awful weapon in general combat. As an antiquated matchlock gun it can only hold one bullet at a time; worse still, the reloading process takes several seconds, with Snake frozen on the spot for the entire time.

- The true beauty of this weapon, though, is its secret effect. Every time you fire the Tanegashima, there is a one in three chance that it will initiate a brief "kamikaze" (divine wind), which will carry any soldiers within its effect radius away (Fig. 6). You don't actually have to hit them with the weapon – it's the direction that counts. As they are buffeted by the howling gale, soldiers will drop an astonishing number of items. The variety isn't great (expect common ammo types and Rations, as a rule), but it's a remarkable way to gain new supplies if you're running low.

The Tanegashima's special effect will only occur if Snake is outdoors, and if there is sufficient space around him. The latter
is a rather broad definition, but as a general rule of thumb: a road would be fine, but an alley probably would not be.

THOR .45-70

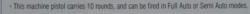
Unlock Conditions: Obtain the Fox Hound emblem, or enter a password in the Extras menu (see page 180).



• The Thor. 45-70 has one principle drawback: it can only hold one bullet at a time. However, as its reload rating is a perfectly respeciable "A", you never need wait too long for your next shot. Headshots are always lethal, though you may need to make two body shots to make a PMC solidier stay down on The Boss Extreme.

TUDE +2 BIOTOL

Unlock Conditions: Obtain the Hound emblem, or enter a password in the Extras menu (see page 180).



 It's a strange feature, but you cannot manually reload the Type 17 – you need to use the entire clip for Snake to replace it automatically. This means that you'll need to think factically when you use it.











CUTSCENE INTERACTIONS EMBLEMS

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SYNOPSIS INTERPRETATION BIOGRAPHIES BANDAN



Unlock Conditions: Complete MSG4 without killing a single soldier (of any type) or Beauty: Also available from Drebin's Shop for 5,000,000 DP from second playthrough onwards.

- . The Bandana provides Snake with infinite ammunition for all weapons when equipped as his active item.
- . It has no effect on Batteries or Suppressors.
- The Bandana counts as a "Special Item", so you cannot obtain the Big Boss, Fox Hound, Fox and Hound emblems if you use it. You'll also lose minor DP bonuses at the end of each Act, though this is a lesser consideration.

CAMERA

Unlock Conditions: Found on board the Nomad during the Mission Briefing cutscenes.

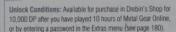
- This gadget is extremely easy to use, but it has two secret applications that you might not be aware of.
- If you point the Camera at a Beauty during the "white world" phase; she will strike poses for you (Fig. 7).
- The Camera can be used to hunt "ghosts" hidden throughout.
 Act 4. You can find a full list of their locations on page 176.



0.

If you don't obtain the Camera until the Act 4 mission briefing, you'll find an exclusive picture of Naomi in the Photo Album (accessed via the Main Menu).

SCANNING PLUG



- The Scanning Plug (or S-Plug, as it is referred to in the menus) can only be used when it is equipped as the current active item, and Snake has a PMC soldier held in a CQC choke-hold.
- Hold @ to interface with the nanomachines inside a PMC soldier's body (Fig. 8). While the button is held, you will be able to see the outlines of all soldiers linked into the SOP System in the current zone.



2000

STEALTH

Unlock Conditions: Complete MSG4 without initiating a single Alert Phase. Also available from Drebin's Shop for 5,000,000 DP from second playthrough onwards.

- Steatth Camouflage makes Snake effectively invisible to the naked eye (Fig. 9). However, he can still be detected by the scanning beams used by Gekko and Dwarf Gekko.
- Even though enemies cannot see Snake, they can still potentially hear him.
- If Snake bumps into enemies, or is hit by stray bullets, the device is disabled immediately.

0



- During an Alert Phase the effectiveness of Steatth Camouflage is vastly reduced. A slight green tinge to Snake's body indicates that
 enemy soldiers can see him, and will actively fire in his direction. If you find a place to hide and elude your adversaries, the full effect
 will resume once the Evasion or Caution Phases begin.
- During certain battles where opponents are actively seeking Snake (such as the fracas with the Haven Troopers in Advent Palace, or boss
 fights), Steath Camouflage has limited utility. At best, it merely increases Snake's Camo rating, at worst, enemies will see him clearly at
 all times. Again, a green tinge (and a Camo rating of less than 100%) indicates that Snake is not perfectly concealed from view.

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Unlock Conditions: Available after the meeting with Naomi in Act 2.

- . The Syringe isn't a secret per se, but this seems as good a place as any to reveal how it works.
- · For the first ten uses, its effectiveness is slightly reduced on each occasion.
- . For the next ten applications (11 to 20), Snake will lose an increasing amount of Psyche once

the effects wear off. He will also vomit, which can be dangerous if you're keen to avoid nearby assailants (Fig. 10).

· All further uses of the Syringe will lead to a reduction in Psyche and Life, with further bouts of vomiting to emphasize just how badly Snake is faring.



CUTSCENE EMBLEMS

SECRETS

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SECRET APPAREL

Note: the requirements/locations for optional fixed FaceCamo and Disguise types are detailed in the Inventory chapter (see page 106). In this section, we only cover rewards that are obtained by completing MGS4.



Unlock Conditions: Acquire the Assassin emblem, or enter a secret password in the Extras menu (see page 180).

- Those who enjoyed (or, better still, briefly fell for) Hideo Kojima's April Fools' joke can use this disguise to play their own version of Assassin's Solid, or whatever you'd like to call it (Fig. 11).
- Of all optional disguises, the Altair costume seems to have the highest average Carno rating.





Unlock Conditions: Obtain the Big Boss emblem.

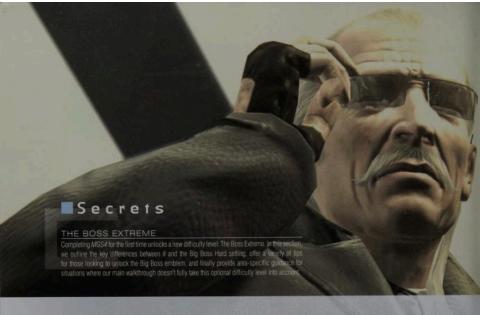
- This fixed FaceCamo looks pretty gruesome, but it has amazing properties befitting of the effort required to obtain it ...
- . If Snake moves close enough for any standard soldier type (PMC, militia, rebel, resistance member) to see his face clearly, they will begin screaming (Fig. 12). They won't stop until they lose consciousness.



- If you approach Haven Troopers while wearing the Big Boss FaceCamo, they will faint immediately.

Unlock Conditions: Complete MGS4 once.

- . It's absolutely lousy if you're keen to stay out of sight, but completing MGS4 without being detected while wearing the Suit would be an incredible feat...
- . Like the Altair disguise, the Suit is available in almost all gameplay situations.



Gameplay Differences

The Boss Extreme is preposterously hard in places, and demands nothing less than an encyclopedic knowledge of enemy behavior, numbers and locations. Here are the major challenges you will face:

- The PMC troops, Haven Troopers and anti-governmental forces you encounter have improved sight and hearing, and are more sensitive to anything that seems at all incongruous. You really can't crawl boldly past them in the same way as you might on Solid Normal or even Big Boss Hard.
- There are a greater number of potential assailants. You will encounter more. patrols, and a larger number of opponents during set-piece battles (such as the fight against Haven Troopers in Advent Palace - Fig. 1 - or the Crying Wolf.
- · A greater number of reinforcements may enter a zone during a Caution Phase, and an Alert Phase is little short of a disaster.
- All opponents you potentially face are stronger. On no-kill playthroughs, you'll find that tranquilizer darts will immobilize soldiers for a disturbingly short period of time. Additionally, if you opt for lethal force, headshots are a must.
- Snake's permitted allowance for restorative items, ammo and grenades is vastly reduced. The maximum resources you have to work with are detailed in the Inventory chapter, but the most important consideration is that Mk, 2 ammo is limited to a mere 50 rounds.



The most notable difference is that Snake is far less robust. His Stress level rises at an accelerated rate (and significantly so during an Alert Phase), and his Life gauge can be depleted with a brief caress of a trigger during a pitched firefight. Use of cover is an absolute requisite, and you need to employ patient, methodical tactics for all major battles.

Last, but not least, Drebin does not sell non-lethal ammunition on The Boss Extreme. This introduces an element of intelligent resource management to a no-kill playthrough (especially if you're attempting to obtain the Big Boss emblem), and means that you need to be clinically accurate with the Mk. 2 and Mosin-Nagant

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Obtaining the Big Boss Emblem

The stringent requirements for this top accolade are tough, especially when you consider the heightened difficulty of The Boss Extreme, but the two things that bruly make it a nightmare are the time limit (no more than twe hours), and the inability to buy non-lethal ammunition from Drebin.

As preparation, we strongly suggest that you make a practice run through Big Boss Hard beforehand. Unlock the Solar Gun if you haven't already done so (see page 166). The Middle East Millita Disguise (found in the Millita Safe House zone of Act 1) and South American Rebel Disguise (found in the secret Cove Valley Village storeroom at the start of Act 2) will also be useful. When you reach Act 5, buy 10 Stun Grenades, and 10 of each type of colored Smoke Grenade. Ensure that you have

30 V-Ring rounds, and 50 bullets for each category of Mik. 2 and Mosin-Nagarit ammunition (anesthetic rounds, and the four types of Emotion Ballets). When you save your Game Completion Data at the end of your playthrough, you'll be ready for The Boss Extreme.

- First things first: the game clock only pauses during loading, on the results screen, and throughout the MGS1 dream sequence. The rest of the time it never stops ticking. Skip all cutscenes, and save regularly. If you need to take a break, if only for a few minutes, wait until you reach a checkpoint, save your progress, and then reset and reload once you're leady to resume. Every second counts.

Even if you skip all cutscenes, it takes a minimum of 17 minutes to reach the post-game ratings screen from the end of the list light against Liquid Ocelot. You'll need to budget for this in your time calculations.

If you suspect that you have taken too long in a boss battle, it's probably worth the effort to replay it.



- Pick your shots carefully Mk. 2 and Mosin-Nagarit ammo is (literally) priceless. Aim to collect additional supplies whenever they are available. The Emotion Bullets can be used in emergency situations.
- Use Stun Grenades against Beauties (Fig. 2). You need to judge each throw carefully to catch your opponent with the full effect, but it should take no more than six to knock her over. As Stun Grenades are retatively plentful, this will help you to conserve vital stocks of tranquilizer darts.
- As tranquilizer darts have a very temporary effect on your opponents, consider placing a Playboy or Emotion Mag at their feet if you need them to remain distracted for a longer period of time.
- Some players find that it helps to increase the Movement Speed setting in the Options menu during the two on-rails shooting sequences in South America and Eastern Europe.
- Use the special Sailor and Rock Me Baby iPod® tunes to accelerate the healing process whenever Snake is injured.

The Boss Extreme: Walkthrough Addendum

The following table reveals all instances where differences encountered on The Boss Edreme aren't explained in our main walkthrough. We also provide additional tips, where appropriate, for players attempting to win the Big Boss title.













			Man and a second
ACT	ZONE	PAGE	TIPS & OBSERVATIONS
THE			When you craw to the south-west corner after first arriving in the zone, there's an additional solder in the downstars room before you climb the stars, (Fig. 3). He'll only begin his patrol when you approach the door, so be ready to retreat and hide when to does.
	Red Zone	34	After the meeting with Otacon and Metal Gear Mik. III. you'll retrieve all items, weapons, disguises and FaceCamo (Fig. 4) collected during previous playthroughs – including all the non-lethal ammunition you (hopefully) stockpied at an earlier date.
			Unless you disable at least one PMC sodder with a tranquitizer dart (or equivalent), the mittle in the Safe House zone (and potentially others that follow) may attack Snake on sight.
	Militia Safe House	36	If you collected the Middle East Milita Disguise in a previous playthrough, you can equip it straight away. This makes the journey through this zone much quicker.
	Advent Palace	42	This can be savagely hard. There are far more haven Trooper's to fatal with – you'll really need to know when to take cover and recuperate, and it's essential that you allow with (and, indeed, protect) you companies at all sines. To conserve Mx. 2 ammunition, only fire when you're confident that you can hard a direct hit, or you'll soon true out. A shatgain islanded with V-Ring awney will be extremely useful for moments when you get commend and need to scrape, expecially towards the end when Alcha is knocked out. A fully charged Solar Carr or stategically placed Sitep Gas Mines can also be handly, if you have either to hard. Certain Naven Troopers are equipped with the XMSS greade launcher.
	Millennium Park	46	There's an additional solder patrolling around the fountain after you go through the building, which makes it slightly harder to successfully sneak also the final area.
	Cove Valley Village	50	There are additional PMC Soldiers guarding the houses and on the sloge. If you have sufficient Moste-Nagant ammunition, you'll benefit by using the alternative strategy of helping the robel coptives to escape. For the section after the checkpoint, the South American Robel Disquipe with help you to save time.
	Power Station	54	You should definitely destroy the comrol panel inside the substation before you go to meet Drebin. You'll need to take a fittle more care sneaking inside, but it's plain sailing thereafter.
	Research Lab	64	There are more Haven Troopers in the initial attack wave, but the tactic of hiding under the bed still works well. When you face Laughting Beauty, it's vital that you use Stan Grenades – don't waste your (absolutely essential) anesthetic armanition.
	Mountain Trail	68	There are two new soldiers in slightly different positions just before and after the over crossing, so be vigitant. The Solid Eye and Threat Ring will help you to locate them, and they can be easily neutralized with tranquilizer darts.
	Stryker Escape	71	The PMC "zombles" are quicker to climb onto the Stryler, especially on the first log of your journey. It's essential that you prevent the soldiers in powered suits from firing by deploying Chaff Grenades.
	Midtown S Sector	75	Use the shorbcut suggested in the walkflorough. This can shave a few minutes from your time, though you'll probably need to wait until the resistance member approaches the top of the ladder before you tranquitze the PMC solder.
	Midtown N Sector	79	The route taken by the resistance member through Midtown is identical to Big Boss Flard, but there are generally a few more societies detailed around—In DictorScan is a name; However, there's on additional solder in particular that might take the unway by surprise. After you pass the goard on a short partor forute in an alley just before you reach the zone exit (where the resistance member changes back into his standard clothes), there's an additional PMC solder guarding the final road to the right.
EASTERN EUROPE	Bike Escape	20	This is probably the hardest part of a The Bisss Extreme play/frough, as reaching the end without using a single healing item is unbelievably rickly. If may take counties alterios, but sust us it is possible. The most important thing is to have the corroct tools at your disposal, You'll need a coloned Snowle Geroade (we suppose either the "8" or "0" variety), the Mis. 2, the Twin Barrel bladde with V-Ring ammor, and the Solar Gun. The Snowle Geroades are indisposable for the sequences where the bick stops, just from them referentessy — 19, 5), and areas where you past large concentrations of opporents; the other weapons should help you to overcome all other challenges. As Snake's Life gauge inn't replay/sited between the first and second sections of the escape, you can cheat a little by saving your progress, then advancing your PLAYSTATION 2's cooke'y a few days to restore the last of ercessary.
	Echo's Beacon	82	Raging Rawn is much more aggressive, as are the Sident stat accompany bet. She'll use her damprous burrage attack more regularly, so you'll need to rely on your observational skills and infution to avoid this. When she files away and returns on a dwing appreach vector, that's your prompt to ruin.
	Canyon	88	The two Gesko are awake, alert and patrolling the moment you arrive. Finding your way past isn't hideously difficult by any means, and besides – there's actually a checkpoint moments before.
	Snowfield & Communications Tower	90	There are a few more Haven Troopers to worry about when you face Crying Wolf. They also appear to move more frequently.
	Underground Supply Tunnel	94	Vamp is indicalcustly beligerent on this difficulty setting, but has a hidden weakness: he's extremely vulnerable to the Solar Gun (Fig. 5). The Suicide Gelden fire more regularly, so €'s what to use cover as the Raif Gun charges.
	Surface Tunnel	94	Don't hang around to harvest Gelko for Drebin Points. Note that Gelko fire more rockets than on other difficulty levels, so there's a degree of danger in this section that is prefly much unique to The Boss Extreme.
	Port Area	96	Liquid is more direct in his factics, and Metal Gear RAY can take far greater purishment before it fails. The most important difference is that you'll ready exped to use the Gatting Gaun to shoot down the missale barrages — they travel at a greater pace, and a mere three bits can rob you of half a like Google. Under no commissioners should you lef RAY get too close—the mole distance is divisability, and you're offered no quarter it knocked over.
	Ship Bow	100	The final Gekko before the extrance door might not be destroyed, but it usually moves away long enough for you to get in. Oh, and crawl at all times – you're being watched from above.
	Command Center	102	You might think that having the Psycho Marits doll from your previous playterough will make this a breaze, but no - you can't successivity use unit you knock Screaming Marits's doll from her hand and collect it. This right is vicious on The Boss Extense Screaming Marits moves her human "puppets" with greater regulating, so we can't understate how wital it is that you keep moving at all times.
	Ship Exterior	104	Liquid Operfu uses lots of amonylogy quick and powerfur single-hit attacks, and will also employ fire-purch combos with an askward disky before the final two blows. A counter-attacking strategy is a inset and, as with Big Boss Hard, use of & to heal is the key to beating him.

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IPOD* TUNES

■ iPod® Tunes List

The following table details the location or unlock conditions for every single iPod® song in MGS4. If you need a little help with finding those that are placed in fixed positions, refer to our maps in the Walkhrough chapter.



			CONDITIONS/LOCATION
fakin' On The Shagohod	1	N/A	Available from first play.
Jackyard Blues	1	N/A	Available from first play.
Sea Breeze	1	N/A	Available from Brist play.
Calling To The Night	1	N/A	Available from first play.
Dishii Chuhan Seikatsu	1	N/A	Available from first play.
Metal Gear 20 Years History (Part 1)	1	N/A	Available from first play.
Metal Gear 20 Years History (Part 4)	1	N/A	Available from first play.
Who Am I Really?	1	N/A	Available from first play.
Test Subject Burns	1	NA	Available from first play
MGS4 Integral Podcast 01	1	NA	Available from first play.
inori no Uta	1	Nomad, Mission Briefing	Choose Mission Briefing from the Main Meex, then select your current save file. You can find the tune in the kitchen once you gain access to Metal Gear Mk. II.
Show Time	1 & 2	Red Zone onwards	Militia and rebet soldiers may give you this gift when you offer them healing flams (as long as they regard you as an ally).
MGS4 Love Theme (Action Version)	1 & 2	Red Zone onwards	Mittis and rebel solders may give you this gift when you offer them healing items (as long as they regard you as an ally).
MPO+ Theme	1 & 2	Red Zone onwards	Militia and rebet soldiers may give you this gift when you offer them healing items (as long as they regard you as an ally)
Destiny's Call – Break for the Fortress	1 & 2	Red Zone onwards	Militia and robel solders may give you this gift when you offer them healing itums (as long as they regard you as an ally).
Theme of Tara	11	Militia Sale House	In a small alcove after you pass through the makeshift hospital room.
Zanzibarland Breeze	1	Urban Ruins	in a "secret" area to your left just before you make the final drop down to the zone ext.
Level 3 Warning	1	Advent Palace	On the 3F level.
Theme of Solid Snake	1	Millennium Park	Inside the building, behind the crates as you offer.
Bektal 2 Theme	2	Normad, Mission Briefing	In the kitchen area upstairs.
The Fury	2	Cove Valley Village	Inside the fire-damaged house.
Rock Me Baby	2	Confinement Facility	On the "island" at the center of the water in the south-east ama.
Metal Gear 20 Years History (Part 3)	2	Confinement Facility	Inside the main building; it's on a bed in the dormitory.
Sailor	2	Vista Mansion	Between a stripping container and the east wall of the compound.
Bon Dance	2	Marketplace	This appears when one of the market statis just in front of your starting position is destroyed.
Shin Bokura no Taiyou Theme	3	Normad, Mission Briefing	In the kitchen area upstairs.
Test Subjects Duality	3	Midtown S Sector	On the road to the east of your starting position. Run back and collect it after the resistance member arrives.
Bio Hazard	3	Midtown	Perform a hold-up on a resistance member, then make a full body search.
One Night in Neo Kobe City	3	Midtown	Perform a hold-up on a PMC soldier, then make a full body search.
On Alert	3	Midtown N Sector	When you follow the three PMC soldie, s and the resistance member, it's in the dead-end when the final soldier departs.
The Essence of Vince	3	Echo's Beacon	On the top floor, in a corner of the outer balcony.
Lunar Knights Main Theme	4	Nomad, Mission Briefing	In the kitchen area upstairs.
Warhead Storage	4	Tank Hangar/Heliport	At the end of the upper ventilation shaft just before you drop down into the Tank Hangat.
Beyond the Bounds	4	Tank Hangar	Located in a locked room accessed via the upper walkway. This is only unlocked once Metal. Mk. If opens the zone exit in Nuclear Warhead Storage Building 1F, so you'll need to backtract collect it.
Flowing Destiny	4	Carryon	In a small hole in the rock wall to your left just before you reach the zone exit.
Opening Title "Old L.A. 2040"	4	Nuclear Warhead Storage Building B2	Enter the password 78925 in Otacon's old laboratory.
"Policenauts" End Title	4	Nuclear Warhead Storage Building B2	Enter the password 13462 in Otacoo's old laboratory.
Metal Gear 20 Years History (Part 2)	4.	Nuclear Warhead Storage Building B2	In the laboratory you sneak through on your way back to the elevator.
The Best Is Yet To Come	4	Snowfield & Communications Tower	Just inside the building that you enter to reach the zone exit.
/ell "Dead Cell"	4	Casting Facility North	Just before you reach the zone exit after you cross the conveyor belts.
Metal Gear Solid Theme (The Document Remix)	5	Ship Bow	Use the hatch near your starting position, it's just a short crawl away.
Subsistence Action	N/A	N/A	Enter at least one game of Metal Gear Online.
lig Boss	N/A	N/A	Reward for obtaining the "Big Boss" emblem.
inake Eater	N/A	N/A	Reward for unlocking all 40 emblerss.



Special iPod® Tunes

Love Thome - Action Version & Flowing Destiny

The Fury & Destiny's Call - Break for the Fortress

Beyond the Bounds

Subsistence Action

Big Boss

Snake Eater

Cetain iPod: songs have unique properties when played, as we reveal in this table. When we use the phrase 'ordinary solidiers', we're reterring to PMC thoops and the militia and rebel forces encountered in Acts 1 and 2.



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► EXTRAS

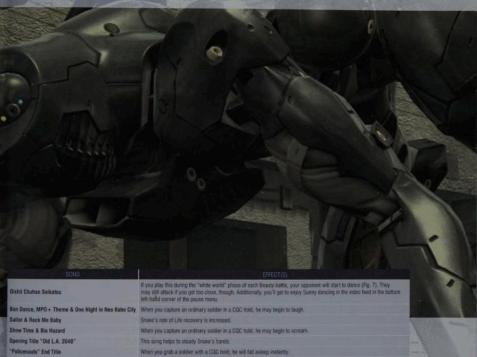
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When you capture an ordinary soldier in a CQC hold, he may begin to cry

Ordinary soldiers may be seized with uncontrollable rage when captured in a CQC hold.

cause PMC soldiers to fall asleep immediately when they are captured in a COC hold.

This increases the amount of stun damage inflicted on ordinary soldiers when you use certain weapons (such as the Mic. 2).

Snake's hands shake less, and ordinary soldiers may be seized with uncontrollable rage when captured in a COC hold.

Snake's hands shake less, stun damage against ordinary soldiers is increased, and there's a chance that PMC troops will

Increases the rate of Life recovery, reduces hand shaking, increases stun damage inflicted on ordinary solidlers; and will

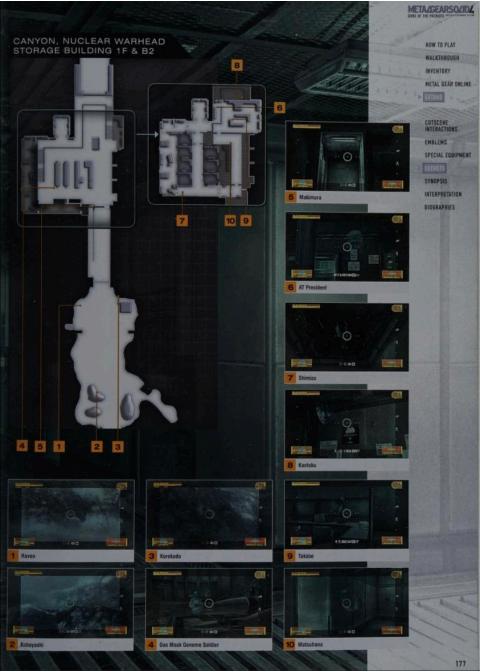
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GHOSTS

There are 30 hidden ghosts in the Shadow Moses maps. Over the following pages, we'll reveal where you should go to find each one. Ghosts can only be seen if you are looking through the viewfinder of the Camera, and have the Sorrow Dotl equipped as your current weapon (see page 102 and 167). When photos containing these mysterious apparitions are studied at the Photo Album screen, you'll find a new option: Exorcise. This removes the ghost from the current picture, with a suitably ominous (though amusing) sound effect played to mark its passing.

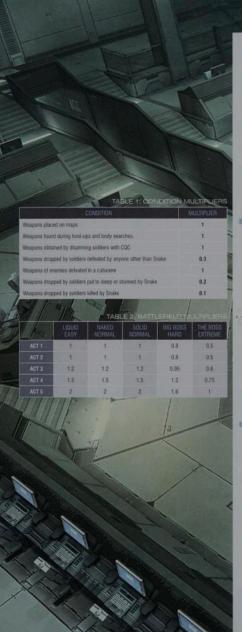
Just in case you're curious, some ghosts are famous faces from MGS1; others are members of the MGS4 development feam. You may need to wait for a moment before they become visible, especially if they are outside when the snowstorm is at its worst.











EXTRAS PASSWORDS

You can use the Extras option at the Main Menu to enter secret passwords that will unlock certain special weapons or items (Mk. 23, Type 17, Deser Eagle (Long Barrel), 1911 Custom, Thor. 45-70, Patriot, Altair Disguise, Scanning Plug). These passwords will be revealed by Konami at a later date, so don't count on using them straight away.

Once you enter a password (which requires that you go online), you will receive the corresponding item. All you have to do then is load a saved game or start a new session, with the latter instance, you'll need to wait until after the meeting with Metal Gear Mk. It to try out your new weapon, disguise or gadget.

DREBIN POINTS

If you have been agonizing over how Drebin Point awards are calculated, sit up straight and pay attention - the answers you seek lie in this section.

Collecting Weapons: Drebin Point Calculations

Whenever you collect a weapon following the meeting with Drebin in the Urban Ruins zone, you receive a DP bonus that is adjusted in accordance with the following criteria:

- 1: The weapon's basic value.
- 2: The way the weapon was obtained (Table 1).
- 3: The difficulty level you are playing on (Table 2).
- 4: The current Act (Table 2).
- ...The calculation, with 1 representing 100% of the basic weapon value, works in the following way:

Basic sale value x condition multiplier x battlefield multiplier = total.

For example, if you obtain a P90 by tranquilizing a Haven Trooper in Advent Palace on the Big Boss Hard difficulty level, the maths looks like this:

1,500 DP x 0.2 (soldier stunned) x 0.8 (Big Boss Hard, Act 1) = 240 DP

Post-Act DP Bonuses

The Drebin Point bonuses you receive at the end of each Act are calculated with a simple formula. With each of the eight categories, you have a maximum bonus for a perfect" playthrough (that is, if you meet the maximum bonus criteria), or a general bonus for any other totals above or below that (as applicable) up until a cutoff point (in other words, if you are within the general bonus criteria).

Confused? Don't be. Look at the following simple examples.

- If you complete Act 1 with 0 kills, you meet the maximum bonus criteria, so you
 will receive the maximum bonus for that Act 20,000 DR Anything over 0 kills
 prevents you from receiving this reward.
- If you complete Act 1 with 1 kill, you will be given the full general bonus of 10,000 DP
- If you complete Act 1 with 2 kills, you are still within the general bonus criteria, but you are further from your target, so your general bonus will fall to 9,000 DP
- If you complete Act 1 with 10 kills, you are at the lowest degree of the general bonus criteria, so your general bonus will fall to 1,000 DP.
- If you complete Act 1 with 11 kills, your performance falls beyond the general bonus criteria, and you will receive 0 DP



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ACT	CATEGORY	MAXIMUM BONUS CRITERIA	MAXIMUM BONUS	GENERAL BONUS CRITERIA	GENERAL BONUS RANGE
100	Total time	Within 50 minutes	15,000	50 to 150 Minutes	10,000 to 10
ACT 1	Number of continues	0	10,000	1 10 5	5,000 to 1,000
	Number of Alert Phases	0	20,000	1 to 5	5,000 to 2,000
	Number of kills	0	20,000	1 to 10	10,000 to 1,000
	Number of healing items used	0	10,000	1 to 5	5,000 to 1,000
	Weapons owned	69+	10,000	68 to 1	5,000 to 70
	Flashbacks	40+	10,000	39 to 1	5,000 ta 120
	Special tems	Unused	5,000		
	Total time	Within 100 minutes	15,000	100 to 300 Minutes	10,000 to 10
12	Number of continues	0	10,000	1 10 10	5,000 to 500
	Number of Alert Phases	0	20,000	1 10 10	5,000 to 1,000
	Number of kills	0	20,000	1 10 20	10,000 to 500
ACT 2	Number of healing items used	0	10,000	1 to 10	5,000 to 500
	Weapons owned	69+	10,000	68 to 1	5,000 to 70
	Flashbacks	105+	10,000	104 to 1	5,000 to 40
	Special terms	Unused	5,000		
	Total time	Within 160 minutes	15,000	160 to 450 Minutes	10,000 to 10
	Number of continues	0	10,000	1 to 15	5,000 to 340
	Number of Alert Phases	0	20,000	1 to 15	10,000 to 670
	Number of kills	0	20,000	1 to 30	10,000 to 340
	Number of healing items used	0	10,000	1 to 15	5,000 to 340
	Wespons owned	59+	10,000	68 to 1	5,000 to 70
	Rashbacks	143+	10,000	142 to 1	5,000 to 30
	Special items	Unused	5,000		
	Total time	Within 210 minutes	15,000	210 to 600 Minutes	10,000 to 10
	Number of continues	0	10,000	1 to 20	5,000 to 250
	Number of Alert Phases	0	20,000	1 to 20	10,000 to 500
	Number of kills	0	20,000	1 to 40	10,000 to 250
	Number of healing items used	0	10,000	1 to 20	5.000 to 250
	Weapons owned	69+	10,000	68 to 1	5,000 to 70
	Flishbacks	207+	10,000	206 to 1	5,000 to 20
	Special flems	Unused	5,000		
		, Within 300 minutes	15,000 × Multiprier	360 to 750 Minutes	10,000 to 10 × Multiplier
	Total time	Within 500 minutes	10,000 × Multiplier	1 to 25	5,000 to 200 × Multiplier
	Number of continues	0	20,000 × Multiplier	1 to 25	10,000 to 400 × Multiplier
	Number of Alert Phases	0	20,000 × Multipler	1 to 50	10,000 to 200 × Multiplier
	Number of kills	0	10,000 × Multiplier	1 to 25	5,000 to 200 × Multiplier
	Number of heating items used	69+	10,000 × Multipler	68 to 1	5,000 to 70 × Multiplier
	Types of wespon collected	273+	10,000 × Multiplier	272 10 1	5,000 to 10 × Multiplier
	Flashbacks	2/3+	TU,UUU A reunipher	-	

Difficulty Level Moltiplier
Liquid Easy x1
Naked & Solid Normal x2
Big Boss Hand x5
The Boss Extreme x10

The Orebin Point beneses for the final Act are calculated in the same were a
timple before it, but with one key difference – a multiplier is applied to your fer
total in accordance with your officulty level.

SECRETS CHECKLIST

In this section, we take a visual tour of the many optional secrets. Easter eggs and miscellaneous features that can be found in MGS4. The vast majority of these are mentioned in the main Walkthrough chapter, so don't feel obliged to continue reading if you'd prefer to find and see them for yourself.

Mission Briefings

There's much more to these interactive cutscenes than you might initially suspect.



Act 1 Mission Briefing. As soon as you can save your game at Ground Zero, you can exit to view the Mission Briefing for Act 1 from the Main a box of ammo and a Ratico. Save your game when prompted. When you resume play you'll only have access to the Ration and iPod "Tune, the ammunition becomes available once you collect a weapon, and the Battery once you acquire the Solid Eye and Metal Gear Mk. II. II you reload this Mission Briefing and use a save file after you acquire FaceCamo from Laughing Octopus in Act 2, you can bump Metal Gear Mk. Il into-



Act 2 Mission Briefing: if you didn't collect the Camera earlier, you can do so now. There's also an additional Battery and an iPod® tune.



Act 3 Mission Briefing: There's another Battery and iPod® tune to collect. You can also obtain the Cyborg Raiden - Visor Closed, Cyborg Raiden - Visor Open, and Otacon fixed FaceCamo types by bumping Metal Gear Mk. Il into Naomi, Sunny



- continue to appear in each subsequent Mission Briefing until you hit this limit.
- Once the Camera or iPod is tunes have been collected, they will not appear on future playthroughs if
- The Frog Soldier Doll, Laughing Octopus Doll, Raging Raven Doll, Crying Wolf Doll and Screaming Mantis Doll are all displayed on the table in front of the television in the upstairs room once collected.
- There is a remote control that changes position between each Mission Briefing. Hit it with (RI), and the video screen downstairs will display a slideshow of Akina Minami.
- You can switch on the stereo in the kitchen with (R1), and then cycle through the available channels by



Act 4 Mission Briefing: As usual, there's a Battery and an 'Pod" tune to collect. There's also a new picture on the wall dostairs next to the snapshot of Olga. This changes on every day of the week, so there are seven individual photos to see in total. If you refrain from collecting the camera until Act 4 on your first playthrough, you'll find a unique



Act 5 Mission Briefing: You don't get to explore during this Mission Briefing, but you projected image with the two thumbsticks





Ground Zero: In the second short gameplay section, you can view a different outscere depending on which end of the short street you run



Ground Zero: If you attempt to hide on the upper floors of the broken buildings, a Gekko may climb onto the outer wall and scan the room.



Red Zone: You can climb onto the plinth just in front of the zone entrance; hold & to make Snake imitate the missing statue.



Red Zone: If you have used Game Completion Data to start a new game, all of Snake's equipment from your prior playthrough(s) is reunred after you meet Metal Gear Mk. II. You also have access to FaceComo well before the Laughing Octopus fight



Militia Safe House: If you backrack to Red Zone having falled to help the militia forces out natrier. The buttle outside is slightly different. A Stryker will drive along the road and step just ahead of the sandbags where you start.



Militia Safe House: The Middle East Militia Disguise is hidden inside a locker in a room to the north-east of the zone. When Snake wears this, militia soldiers will ignore him completely. This can only be equipped in Act 1.



Militia Safe House: This actually applies to both Acts 1 and 2. Once you endear yourself to militia or rebet soldiers, they will then (almost automatically) give you items witherever you encounter them. It's invariably a



Militia Safe House: You can Improve your relations with militia and reble soldiers by giving them Retions. Angain or Noolines. Once you reach maximum affield status, they will usually reoprocate by othering ammunition, healing aims and even iPod* lunes whorever you hand something over.



Downtown: Once you acquire the Drum Can, you can roll around inside it and even cannon into soldiers, but using this truck for more than a few seconds at a time makes Snake world and lose a large church of Psyche.



Downtown: You can blow up the helicopter that arrives when you reach the entrance to Advent Palace.



Advent Palace: You can crawl through the ventilation shaft on the roof of Advent Palace to affact the second wave of Haven Troopers from above. There are also collectible items to find.



Advent Palace: Once Johnny disables the explosive device, you can run and roll over the gap to find a hidden cache of items.



Advent Palace: If you reach Advent Palace Garage without killing a single Haven Trooper, you'll find the exclusive Frog Soldier Doll in plain view when you arrise.



Crescent Metridian: If you safely escort the milite tank to the end of the street. It blasts the road block, which opens an abstrative pall to the next zone. There's no way to prevent its subsequent destruction, but you can help the local soldiers win the battle against the PMC knoze.

INVENTORY
METAL GEAR ONLINE

CUTSCENE

EMBLEMS

SPECIAL EQUIPMENT

SYNOPSIS

INTERPRETATION BIOGRAPHIES



Cove Valley Village: Look through the window of the house to the left of your starting position—you'll see a PMC solidier perusing a copy of Playboy.



Power Station: Disabling the control panel also allows access to a secret area. Climb to the top of the metal tower outside, then traverse along one of the two wires to reach the adjacent pylon.



Research Lab: If you deleat Laughing Octopus by reducing ber Psyche gauge to zero, you can find the Laughing Octopus Doll on top of a bed during the Laughing Beauty Right.



code values and profect the captives as they scramble to their feet the captives as they scramble to their feet the rebets will open an otherwise point. You can find some useful terms inside, including the South American Rebet Disquise.



of rebels who will light alongside you in the Vista

Vista Mansion: Once the buildozer smashes through the gates, at PMC soldiers are removed from every map prior to Vista Mansion. This is a good opportunity to backtrack for Items you might have missed earlier.



Research Lab: If you equip the Camera during the "white world" phase of every Beauty light first just this one; your apponent will pose too, pictures. If you play the Clish: Chuhan Selkatsu iPod" tune, she will dence.

Cove Valley Village: Equip the South American Rebel Disquise, and you can join the rebel soldiers as they afternot to sneak to the next zone once

you pass the checkpoint. It's much too tricky without

Power Station: If you destroy the control panel inside the power fransmission substation, the entire zone (and Coev Valley Village) will be under rebel control after the cutscene. If you don't, and you reach Debon before the rebels can cut the power, the zone will be under PMC control.



Vista Manslow: You can find two pictures of Avira Minard inside the mansion. The first is hidden behind a penting in the exception area (shoot to reveal it), and the second is in plain view above the bed quastas. Viewing other in FFS Mode will cause Snake to acknowledge the model by name; if depicted, his Psyche quoe will be meglerished at an accelerated rate.



Research Lab: Best Laughing Beauty with non-lethal weapons, and you'll receive the Laughing Beauty FaceCamo.



Mountain Trail: As you cross the bridge, look to your right to see a PMC soldier relieving himself into the river. You can also sneak up behind him to make a surprise attack



Midtown S Sector: You can climb onto the plinth in the park area and disguise Snake as a statue, just as you did in Act 1, with obvious consequences if you do so before the resistance member relieves himself.



Midtown Central Sector: You only need to visit this area on Big Boss Hard and The Boss. Extreme. The resistance member can be found admining yet another full-color shot of Akina Minami at the start.



Midtown Central Sector: Asst to the left of the



that you can climb on top of to pose as a statue



Echo's Beacon: # you allow Raging Raven to complete three grab attacks (with at least one of these ending in a floor slam), you can view a semi-secret attack where she carnes Snake above the building and attempts to drop him to his death. If you follow our strategies in the Walkthrough chapter, you're likely to miss this event.



Echo's Beacon: If you beat Raging Raven with non-lethal weapons, you can find the Raging Raven Doll on the outer balcony of the top floor during



to reach the river, you'll encounter a circular path and of fattered grass that resembles a crop circle. Stand at the center of it until the audio sequence ends to receive a 1,000 DP bonus. (Dedicated tans of the series will recognize the voice as being the Al-generated Campbell from MGS2.)



Mountain Trail: When you encounter a PMC soldier poised over a live Claymore, take the path to the north-east. The metal plate on the ground is covered with signatures and handprints from the MGS4 development fearn. If you stand on top of it and go scone, you can acquire the unique "Hand Print" OctoCamo pattern. Go to the Camoultage menu to register it for future use.



arketplace: When market stalls are destroyed. collectible items are left in the wreckage including, in one instance, an iPod/li tune



Midtown S Sector: Using the standard camera control (don't hold ICD to arm, or use FPS Mode), look around regularly as you make your way industry, not account registry by make you make you have from through Micrown. You should spot a shifty-looking individual in a trench cast and hat peeking out from behind cover all various points of your fourney. Just in case your haven't seaked the significance of this actually the disguised Dwarf Gokko encountered.

inside the church - they track Snake from the very start

of the mission (and, indeed, this is how Liquid learns. the location of the resistance HQ). There's no point in

aftempting to shoot, as they have an uncarny knack of

and will depart long before you run over to investigate.

Midtown S Sector: There's another poster of Akina Minami before you leave the zone you'll usually find the resistance member gazing at @ before he crosses the road.



Echo's Beacon; Deleat the Beauty by reducing her Psyche gauge to zero, and you'll be rewarded with the Raging Beauty FaceCamo.



CUTSCENE EMBLEMS SPECIAL EQUIPMENT

SYNOPSIS INTERPRETATION BIOGRAPHIES



Heliport: If you approach one of the two inactive security cameras while "The Best is Yet to Come" is still playing, you If see a brief "server" catscene. This also includes an optional '89 Flashback interaction. There is a unique sequence for both cameras, but you can only see one per session.



Heliport: You can hear optional audio flashbacks at the center of the helipad, the gates to the south, and just inside the upper ventilation shaft.



Tank Hangar: If you choose to enter the Tank Hangar by crawing through the upper vereitation shalt, you should notice that the rats inside have little occlamation marks that appear above their heads as Snake approaches them. This is a subtle homage to MGST.



Tank Hangar: There's an optional audio flashback trigger location on the staircase.



Tank Hangar: One of the upstains doors is locked when you first arrive. You can backtack here to access the room after Otacon restores power in the Nuclear Warhead Storage Building zone, after your ballfle against the two Gekko.



Nuclear Warhead Storage Building B2: There are three secret passwords you can enter when the keypad prompt appears. 14993 leads to a 100,000 DP borus, while 78925 and 13462 give you two Pod* tures.



Nuclear Warhead Storage Building B2: You can hear an optional audio flashback if you approach the locker in Olacon's old laboratory.



Nuclear Warhead Storage Building 82: It's possible to use Metal Gear Mic. It to electrify the floor panels in the corridor to kill the Gokko. Just press & when your mechanical helper approaches the flashing control panel



Snowfield & Communication Tower: If you detect Crying Wolf with the Mosin-Nagart (or, less plausibly, other non-lethal weapons), you can find the Crying Wolf Doll just behind you once the Beauty battle begins.



Snowfield & Communication Tower: Defeat Crying Beauty with non-lethal weapons to obtain her FaceCamo type:



Snowfield & Communication Tower: These are but colored audio flashback after the Cyring Beauty fattle ends: just to the south of your starting point once the cutscene ends (near the corner of the north ower), by the cutsc



Snowfield & Communication Tower: If you arroy the four wolves, they will attack Snake. They can be knocked unconscious, but are otherwise invincible.



Blast Furnace: As long as an Alert Phase isn't in progress, you'll hear another audio flashback during the elevator ride between the Blast Furnace and Casting Pacility zones.



Underground Supply Tunnel: Vamp is extremely vulnerable to the Solar Gun. It's laughably easy to beat him if you have it.



Underground Supply Tunnet: Try to shoot Vamp as he fights Raiden on top of Metal Gear REX, and Snake will refuse.

HOW TO PLAY



rface Tunnel: You can earn a six-figure sum of Drebin Points by hanging around to shoot Gebbs when you sit at the helm of Metal Gear REX. You only need to make a break for the exit when there are approximately two minutes remaining.



Command Center: The conclusion of the Psycho Mantis cutscene is slightly different if you have a DualShock 3 controller.



Otacon always seems to have something to say to Snake when contacted via Codec - there are Iterally hundreds of optional conversations. His wisdom tends to run dry after a few contacts in each area, but he's full of new ideas once you reach the next zone. Assigning the Codec menu to SELECT in the Options menu is a good idea if you intend to make regular contact.





CUTSCENE EMBLEMS

SPECIAL EQUIPMENT

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Ship Bow: There are four hatches that you can use to gain access to objects hidden below the deck. The first, near to Snake's starting position.



Ship Exterior: When Liquid Ocelot makes his signature gesture, press and hold @ to replenish Snake's Life gauge



There are two different cutscene conclusions. to each of the four Beauty lights. The one you watch depends on whether you beat her by draining her Life bar or Psyche gauge



Command Center: You can enjoy a number of Codec conversations that reference the Psycho-Mantis battle in MGS1 if you refrain from using the Syringe straight away. There's also a secret Codec exchange between Otacon and Snake if you change your controller number



Ship Exterior: If Liquid Ocelot catches Snake in a chokehold during the third stage of the tight, don't press anything. Eventually, Liquid will plant a kiss on Snake's cheek.



In many outscenes, you can use O to accomity a variable amount (it's pressure sensitive), and @ to move the cameta slightly while the view is magnified.



Command Center: The Screaming Mantis Doll is located by the door at the north of the room during the Screaming Beauty light.



Miscellaneous



If you press 82 when a character is immoduced in a cutscene for the first time, the motion capture actor's name is displayed instead of the voice actor.



Command Center: Beat the Beauty with non-lethal weapons, and you'll receive the



If you kill over 50 soldiers during a single Act, Snake will hear an accusatory voice from the past and be overcome by nausea.



When Snake's Psyche gauge is reduced during a cinematic sequence, rapidly tap &

SPOILER WARNING!

Do not read this section prior to completing Metal Gear Solid 4 for the first time. It's packed with devastating spoilers, and we would much prefer for you to experience the MGS4 narrative in the way its designers intended.

SYNOPSIS

The story of the Metal Gear series spans over one hundred years, from the origins of The Philosophers to the conclusion of Metal Gear Solid 4. Each game in the series is, broadly, a self-contained episode, yet they are all intricately intervoven; to have missed an installment can rob certain encounters or revelations of their full impact. In this synopsis (and the following interpretation) of the entire Metal Gear narrative, we explore its key moments and developments to enable readers (die-hards and newcomers alike) to better enjoy this absorbing tale.



COLONEL VOLGIN



NAKED SNAKE



MAJOR ZERO

I - THE DAYS OF IDEALS

The starting point of the Metal Gear saga, the creation of The Philosophers, occurred during the early 1900s. This unique and deeply secretive organization was established by a select group of eminent figures from the three countries that were to dominate the century that lay ahead; the United States, Russia and China. Together, these individuals gathered a practically boundless sum of funds, known as The Philosophers' Legacy, that they believed would be sufficient to win any present or future world conflict. Those who wield the resources to wage war also possess the means to prevent it, and The Philosophers sought to achieve this noble goal by using their incredible resources and powerful influence to steer world history away from brutal, needless warfare. However, with time and the death of its founding members, the raison of the of this clandestine committee was gradually corrupted; The Philosophers' philosophy was not passed on to posterity, In the confusion and chaos that ensued after the Second World War, the USSR – or, more precisely, an individual named Colonel Volgin – recovered and gained sole possession of The Philosophers' Legacy.

Much of the story behind Metal Gear Solid 3 (the first episode in the chronology of the series) concerns the fight between the three countries that created The Philosophers' Legacy to claim it for themselves. During the Cold War, the growing nuclear arsenals possessed by the US and USSR led both nations to adhere to a doctrine of *mutual* assured destruction — the fact that a strike by one nation would lead the other to retaliate with equal or greater force. With a full-scale ground war deemed impractical (and, moreover, a catalyst for the inevitably lethal escalation that would surely follow), and any potential nuclear strike certain to trigger "launch on warning" (or "fall deadly") systems, both sides instead engaged in proxy battles on both actual and ideological battlefields. The events of *Metal Gear Solid* 3 take place in 1964 following the Cuban Missile Crisis, a breakdown in diplomacy that brought both nations closer to Armageddon than ever before or since.

An American agent (Naked Snake) is sent in to Soviet territory by the US secret services to facilitate the defection of a scientist (Nikolai Sokolov) who is poised to finalize the creation of a weapon so powerful that it could disrupt the deficate balance that prevents nuclear warfare between the two superpowers. To accomplish his mission, Naked Snake has the support of a remote team that includes his commander (Major Zero), a medical adviser (Para-Medici), an expert in technology and intelligence (Sigint), and his former mentor, a legendary female warrior known, with due reverence, as The Boss.



PARA-MEDIC



SIGINT



THE BOSS

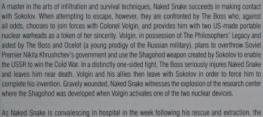
HOW TO PLAY WALKTHROUGH INVENTORY METAL GEAR ONLINE

INTERACTIONS

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President of the United States receives a call from Soviet Premier Khrushchev. Aware that the destruction of the research center was caused by an American bomb, Khrushchev demands, that they make amends by eliminating Volgin who, being an ally of his political rival Leonid Brezhnev, he regards as a dangerous adversary. Major Zero and Naked Snake are given the opportunity to find redemption for their earlier failure by helping to avert a major global crisis. The objective of their mission (dubbed "Snake Eater") is to retrieve Sokolov, destroy the Shagohod, and execute Volgin and The Boss.



THE SHAGOHOD



SOKOLOV



DCELOT







EVA

GRAY FOX

NAOMI HUNTER

Naked Snake is sent back to Soviet territory, where he is told to expect the assistance of two local agents, Adam and EVA. On arrival, he finds EVA — but not a trace of Adam. A CIA mole operating within Volgin's organization, EVA reveals where Sokolov is detained. Naked Snake eventually succeeds in destroying the Shagohod and killing Volgin after a protracted and spectacular battle. One last task then awaits Naked Snake: to fulfill his mission, he must bring down his mentor, his sprintual mother, his former lover. The Boss. As they stand poised to fight she talks of her tife, and relates many of the numerous sacrifices she has made as a soldier. Naked Snake battles with his emotions and wins the duel to the death, and is given the microfilm containing the access codes to The Philosophers' Legacy just before The Boss dies. Naked Snake then escapes with EVA, who steals the microfilm as he steeps. In the message she leaves behind, it is revealed that EVA was actually an agent of the Chinese government, tasked with the responsibility of gaining control of the Legacy for her country.

The closing moments of Metal Gear Solid 3 provide answers to many questions. It appears that the detection of The Boss was a huge deception to enable her to approach Volgin and retrieve the Philosophers' Legacy. Her final duty was to accept her role as a traitor to the tast, and die at the hands of her apprentice in order to conceal her true mission. For killing The Boss, Naked Snake is promoted to the rank of fiving legand, Big Boss, and is entrusted with the command of the elite FOXHOUND unit. It also becomes clear that EVA (having served the United States, Volgin and, utilimately, China) was not unique in her status as a triple agent. In a startling twist, it is revealed that Ocelet was actually working for the United States government, despite his involvement with the two Soviet factions in the story. The microfilm he left for EVA to steal was a fake; the genuine article is returned to the US.

The events of Metal Gear Solid 3, as we learn during its denouement, are all due to a complex yet slickly executed series of maneuvers devised to retrieve The Philosophers' Legacy from the clutches of Volgin. The Boss irrevocably tarnishes her reputation by defecting in order to infiltrate Volgin's organization, her gift of two nuclear warheads an irredeemable act of treason, a point of no return; the clinically brutal (yet, as we understand with hindsight, subtly restrained) humiliation of her protege in their first battle underlines her apparent dedication to Volgin's cause. Volgin's use of one of the two miniature nukes to destroy Sokolov's research centre leads to a rapid chain of events that enables the US Government to return Naked Snake to Soviet soil to play his unique (and unwitting) role in the Byzantine ploy, Ocelot, loyal to the Americans (and, incidentally, the biological son of The Boss), is the contact that Naked Snake is supposed to meet (under the moniker "Adam"). However, Ocelot chooses to remain deep undercover, allowing the Chinese agent EVA (ostensibly a second American spy, but in fruth attempting to gain control of the Philosophers' Legacy for her country) to greet him instead.

For Volgin, the defection of The Boss was to be the final ingredient in his plan to overthrow Khrushchev and employ Sokolov's Shagohod weapons platform to gain a

decisive advantage in the Cold War. Ironically, he simply succeeded in introducing another enemy agent to his ranks, and instigated his own downfall. The Boss and Ocelot were loyal to the United States, and EVA to China: as for Sokolov, he would hate to see his weapon in the hands of the Colonel. The Boss and her son Ocelot cleverty steer events in the required direction, all the while knowing perfectly well the game each protagonist is playing. The Boss assists EVA because she knows the microfilm EVA seeks will ultimately prove to be a fake; she also "protects" her apprentice Naked Snake, as she intends for him to take over her role after her death. Ocelot, mearwhile, does his part to ensure that the Shagohod and Volgin are eliminated before he carries off the Philosophers' Legacy on behalf of the United States. In doing so, he additionally satisfies the agendas of Khrushchev (Volgin is dead), of Brezhnev (Khrushchev's position as Soviet Premier is weakened by the crisis, with Brezhnev his most likely successor) and, most pertinently, of the US (whose recovery of the Legacy is concealed in the aftermath).

The Boss was certainly the one who knew best what the whole incident had in store for her. A patriot to the very last, she chose to die for her country by assuming the mantle of traitor. Naked Snake understands her gesture and the significance of her sacrifice at the end of the adventure. His grief and disenchantment are heightened by the sheet perversity of his elevation to the rank of Big Boss by the superiors that so casually discarded his predecessor, the woman he worshipped above all others.

This was the price of The Boss's ideal, the cost of her commitment. She was ready to die for the way of file she freely chose, the expression of liberty that she lived for: love and loyally to her country. It was this ideal that led to the birth of the infamous "Patriots".

II - THE DAYS OF CORRUPTION

Individuals may die, but their contributions, their actions and ideas, can abide long after death. Major Zero and Big Boss (Naked Snake's new name) chose to embrace the ideals that The Boss held dear. Her willingness to sacrifice all for the protection of her country left a lasting impression, and led to the creation of The Patriots in the early 1970s. This elite organization, bankrolled by The Philosophers' Legacy and dedicated to the protection of the United States, originally consisted of six founding members. Major Zero (the group's senior figure), Big Boss, Ocelot, EVA, Sigint (later known as Donald Anderson) and Para-medic (alias Or. Clark).

In order to ensure the supremacy of the United States, The Patriots envisaged a radical solution: a process of imposing the political, economic and social model of the US on the rest of the world. By standardizing other nations through subtle manipulation, nurturing facsimities of their own cultural and political landscape, they believed that they might prevent future opposition or outside threat. In doing so, they misinterpreted (or, perhaps, simply lost sight of) the true passion behind the principles of the woman that inspired them: her belief in individual liberty, which underpinned her desire to defend her nation at all costs, even at the expense of her own life. Where The Boss might



ROY CAMPBELL

have led by example, The Patriots (and particularly Zero) increasingly sought total control to achieve their ultimate goals; the ends, in their eyes, would justify the means.

With the practically inexhaustible resources that The Philosophers' Legacy put at their disposal, the influence of The Patriots grew as banks, foundations, corporations and, indeed, governments came to rely on their investments. With the iconic Big Boss promoted as a living legend, helping to guide the opinions of the masses and the rich and powerful alike. The Patriots began to shape the development of the world's political and social fandscape. As the organization's power grew, so too did the disillusionment of Big Boss, who felt manipulated and exploited by Zero, and repulsed by his methods.

Realizing the growing distance between the two friends, Zero secretly launched the "Les Enfants Terribles" project. Through the expertise of Dr. Clark (alias Para-Medic), an egg donation from her Japanese assistant, and with EVA acting as a surrogate mother, three clones of Big Boss were created in utmost secrecy. Solid Snake, Liquid Snake and, later, Solidus Snake. When Big Boss learnt of this betrayal, he came to realize that his triend attached little, if any, significance to the founding principles of The Patriots, and that his thirst for power would eventually sufficate all freedom in the world.

The estrangement of the two friends was now complete. Where Major Zero dreamt solely of control over minds and information, Big Boss began to obsess over freedom; a total, anarchic, furious freedom; the drastic removal of all constraints and rules, an open and permanent battlefield where men could let their impulses and desires flow recidessly. Zero desired total order, and Big Boss the very antithesis: total chaos, extremes of individual liberty.

Big Boss left The Patriots and disappeared for several years, erabling Zero to consolidate his power and influence. The games Metal Gear and Metal Gear 2-Solid Snake tell the story of how Big Boss (assisted by Frank Jaeger, alias Gray Fox) seized control of two (flictional) rations with an army of mercenaries – first Outer Heaven, and later Zanzibarland. On both occasions, Big Boss would be foiled by Solid Snake, his son (or, to be more precise, clone – though this was not clear to Snake at the time). Despite being unaware of their existence, Solid Snake unwittingly acted as a tool of The Patriots – and, specifically, Zero. Once Snake completed his mission in Zanzibarland, The Patriots secretly retrieved the bodies of Big Boss and Gray Fox. The former was kept in a state of perpetual coma; Gray Fox was made a test subject for experimental body enhancement surgen; eventually becomine the Cyborg Ninia.

For Zero, the perceived betrayal of his friend heightened his contempt for humanity. Rather than hand control of the organization to a subsequent generation of secret governors, he instead chose to initiate the development.



of a computerized system that would, ultimately, manage world affairs in accordance with his beliefs: in particular, his belief that society could only function through uniformity with restricted individual will.

The Boss's deeply human ideals of heedom and personal commitment were therefore profamed, neglected under Major Zero's command until they degenerated into a perverted and pathological obsession with control order, a fear of urranticipated innovation or initiative, and a belief in the power of enforced conformity to engender perpetual, manageable repetition. Naturally, such an appalling betrayal of The Boss's legacy could not go unchallenged.

III - THE DAYS OF REVENGE

For Oceiot and EVA, the two founder members who still understood and appreciated the true nature of the sacrifice made by The Boss, a growing unease with the methods and corrupted ideology of The Patriots solidified into a sense of outrage. But how might they strike out at an omnipresent enemy, an organization with agents embedded within political, military and economic hierarchies throughout the world? To conceal any evidence of their involvement, they devised a sophisticated conspiracy of bewildering complexity.

The first step in their clandestine fight to destroy The Patriots from within was accomplished by Gray Fox, who (with the assistance of Naomi Hunter, recruited by EVA) escaped from the Laboratory where Patriot scientists had transformed him into the Cyborg Ninja. His assassination of Dr. Clark, better known as Para-Medic, was vengeance for years of monstrously cruel medical procedures and experiments.

That said, the true beginning of their grand plan took place in 2005, with the events of Metal Gear Solid. The story begins as a group of terrorists seize control of an Alaskan nuclear weapons disposal facility ("Shadow Moses"), which secretly houses a radical new weapon. Metal Gear REX. In response to the crisis, the US Secretary of Defense commissions Roy Campbell (former commander of special forces group FOXHOUND) and Solid Snake to neutralize terrorist leader Liquid Snake (Solid's twin brother) and his men—with Ocelot counted among their numbers.

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LIQUID

METAL GEAR REX

The Shadow Moses Incident, as it would subsequently be known, was initiated by United States President George Sears (Solidus Snake, the third Big Boos clone), who sought to obtain test data from the Metal Gear REX project as part of a plan to escape the control of his masters. The Patriots. He commissioned Oceiot to retrieve the required disc from the Shadow Moses facility, unaware that Oceiot himself was a founder member of The Patriots. Ocelot, in turn, was of course working to achieve his own ends.

To gain control of Metal Gear REX, Liquid attempts to obtain access codes held by two directors of the REX project: Donald Anderson (or Sigint, a founder member of the Patriots) and Kenneth Baker, Having taken both hostage during the takeover of the Shadow Moses facility, Liquid interrogates Anderson without success. He instructs Ocelot to torture him but, naturally, Anderson immediately recognizes his fellow Patriot, the clinical Ocelot kills him and passes it off as an unfortunate accident. Liquid then attempts to elicit the codes from Solid Snake by instructing one of his men to pose as Anderson. Snake is fooled by this subterfuge, but does not hold the information that Liquid requires, and is perplexed when Anderson suddenly dies of an apparent heart attack. Snake, it transpires, is the unwitting vector for a nanomachine-based virus called FOXDIE, created and introduced into his bloodstream prior to the mission by Naomi Hunter, a member of his support feam.

Unable to gain the access codes, Liquid has only one option left available — to use special security keys to activate Metal Gear REX. Snake obtains these when he rescues rookie soldier Meryl Silverbrugh from a prison cell. As he fights his way through the complex, Snake encounters individuals such as the Cyborg Ninja, (Gray Fox, the Patriot guinea pig seeking both vengeance and redemption for past crimes). Hat "Otacon" Emmerich (in the lirst meeting of an abiding triendship), and Ocelot. In a confrontation that would have lasting repercussions, Ocelot's right arm is severed by Gray Fox during a guntight with Snake.

Once the keys are activated, Liquid takes control of REX. In the battle that ensues, Gray Fox sacrifices his life to enable Snake to triumph against the war machine. As Snake escapes with Meryl, a final confrontation occurs between the two brothers before the FOXDIE vins finally kills the previously referrless Liquid.

Details of the Shadow Moses Incident are leaked to the press, and the existence of Metal Gear REX is revealed on the eve of a planned nuclear disammament agreement. President George Sears, we learn, is actually Solidus Snake — the thick child of the Lies Enfants Terribles" project. Now in possession of the Metal Gear REX test data, as secured by Ocelot, Solidus abandons his presidency and disappears from public life.

In the two years between the Shadow Moses Incident and the continuation of the story in Metal Gear Solid 2, Solidus hides from The Patriots and prepares a plan of vengeance against them. Meanwhile, Snake and Otacon join forces to found Phitanthropy, an independent non-governmental organization dedicated to preventing the proliferation of Metal Gear technology.

In 2007, Snake and Otacon learn that a disguised oil tanker transporting a new, inordinately powerful amphibious model of Metal Gear (Metal Gear RAY) is due to pass close to New York City. Snake infiltrates the essel and obtains tootage of the robot, but matters take a turn for the worst when Ocelot activates a series of explosions to scuttle the tanker and then suddenly, inexplicably, suffers a series of convulsions that seem somehow connected to his replacement right arm. It becomes apparent that he is seemingly possessed by the spiril of the deceased Liquid Snake – the original owner, in fact, of Ocelot's new limb. Under the control of Snake's brother, he escapes aboard Metal Gear RAY before apparently regaining control of his full faculties.

The story resumes two years later in a water purification complex (the "Big Shell") built on the site where the tanker sunk. Once again, the events that occur do so due to the meticulous and multilaceted designs of The Patriots, with Ocelot again serving his own separate and artifully concealed interests.

In tact, while central character Raiden initially appears to have been deployed to combat a terrorist threat, the entite setup is a bewilderingly elaborate real-life simulation, modeled on the Shadow Moses Incident and devised to push its principle protagonist (Raiden) to the very limits of his mental and physical endurance. This experiment is a part of the "Solid Snake Simulation" plan (abbreviated simply as 753"), contrived to enable the Patriots to explore the complexities of the human psyche so that they might better control it. By studying Raiden's responses (and, indeed, those of other players in the charade) to the evolving challenges and conditions, The Patriots's twitmately hope to reline an Al system created to select and litter the overabundance of information that delines the digital era.

The Big Shell purification facility was built on the pretext that the surken tanker had leaked oil, but is actually a mobile fortress and home to Arsenal Gear, the latest dovelopment in Metal Gear technology. The Big Shell is controlled by GW, a Polision Al system engineered by Emma Emmerich (Olacon's step-sister) to manipulate the free flow of ideas and data throughout the world. When Solidus and his followers attack the facility to take control of Arsenal Gear to aid their tight against The Patriots, the stadowy organization has —naturally—anticipated and encouraged this attack.

Indeed, almost every party involved in the Big Shell experiment has been unknowingly manipulated by The Patriots to act out the principle events of the Shadow Moses Incident. Solidus and his cohorts play the role of Liquid and the "terrorists"; Olga Gurfukovich, blindly following orders in the hope that she might see her kidnapped daughter Sunny again, dons a sophisticated body suit to become the Cyborg Ninja; Raiden, ostensibly deployed to thwart Solidus, is their principle test subject, and is therefore given the role of Snake. Even the deception of Raiden in Codec conversations with his superiors and support team broadly replicates the lies that Snake was forced to endure in his fight to stop Liquid and Metal Gear REX.

Only Ocelot and Solid Snake (and, perhaps, Otacon) appear to be outside the operational parameters of this most sophisticated simulation - Ocelot still seeking



RAIDEN

seriously impairs its functionality.

the downfall of the organization he helped to create. Snake searching for

a meaning to his life outside the narrow confines of the values embraced

by his former paymasters. As rogue variables in an intricate program, it is

despite their different roles and methods, both fight for the same cause.



MERYL

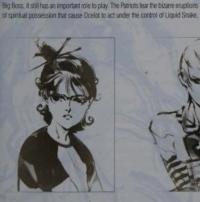


DTACON

but do not understand that they are merely an exquisitely conceived subterfuge used to conceal Ocelot's true objectives. Ocelot and EVA have engineered the deaths of two active founders of The Patriots, and stand poised to confront the last of them: Major Zero, whose demise lies at the end of their path to redemption.



METAL GEAR RAY



EMMA EMMERICH



OLGA GURLUKOVICH



SOLIDUS

HOW TO PLAY WALKTHROUGH INVENTORY METAL GEAR ONLINE

CUTSCENE EMBLEMS SPECIAL EQUIPMENT SECRETS

INTERPRETATION BIDGRAPHIES



TIÓNID OCETOL

IV - THE DAYS OF REDEMPTION

Almost every protagonist in the Mohal Gear saga bears a bunden, and seeks atonement for past sins, or flights to settle a score. From Naomi, who cannot forgive herself for her dire inventions (particularly the FOXDIE virus), to Oceiot and EVA, who strive to bring an end to The Patriots (the organization they helped to create), to Raiden, who is haunted by memories of life as a child soldier, it is a desire for redemption that drives the events of Mohal Gear Solid 4.

After Arsenal Gear runs aground on Manhattan Island in 2009, the international community unites in its condemnation of the United States Government. To address the growing fear of powerful state-run armies being used to satisty questionable political agendas, it is deemed safer to entrust Private Military Companies (PMCs) with a greater degree of control in future conflicts. Technically bereft of ideology or motive beyond a drive to increase profitability, and held to account by both shareholders and public opinion, the meteoric growth of these corporations leads to an unforeseen development: the "war economy", where all aspects of armed conflict (from weapons R&D and manufacture, to the salaries paid to individual mercenaries) becomes an integral dynamo that drives global financial markets. War, in short, becomes the key to prosperity and growth.

The mechanism that facilitates the growth of the war economy is called Sons of the Pathiots (SOP), a secured system of real-time battlefield control. All soldiers and PMC mercenaries under its watchful eye are injected with nanomachines that identify each individual, monitoring and essentially controlling their behavior, interacting with a host's metabolism and manipulating body chemistry to vastly improve combat ability. Controlled by a central Al, these nanomachines are used to engender a "combat high" to suppress natural human instincts, negating potential anxiety, apprehension or remorse as soldiers engage their opponents. Other benefits include heightened awareness and improved teamwork; on a strategic level, SOP is the culmination of every military facilican's most leverish dreams.

An additional application of the System is to restrict the use of military hardware, from small arms to vehicles, to approved subjects only. Combatants can only use a weapon if their ID authorizes them to do so, the central AI ensures that a solider's rifle is deactivated in the hands of any other individual, even his colleagues. Throughout the world, virtually all weapons – both previously existing and newly manufactured – are modified or designed for exclusive use with the SOP System.

On a micro level, SOP breeds'a new generation of more compliant, peerlessly efficient soldiers, on a macro level, military officials can monitor and instantly react, to developments on the battlefield. This is the realization of the "cleam" conflict ideal, a perceived end to human rights violations, whereby weapons can be deactivated (or soldiers restrained on a biological level) to prevent acts of barbarity. Another attraction for governments is that conflicts tought by PMC contractors are cheaper, and remove the need for states to maintain large standing armies.

A side-effect of the "war economy", however, is that armed conflict becomes a business like any other. The PMC corporations, unlettered by nationalist sentiment or political dogma, begin to offer their services to the highest bidder: be that nation state, guerilla movement or even terrorist faction. By 2014, PMCs control more than half of the world's combined military forces.

As the story of *Metal Gear Solid 4* begins, five PMC corporations, each one a multirational with unprecedented influence in world affairs, dominate their shared marketplace. However, all five are controlled by a single parent company, Outer Heaven, whose principle director is none other than Liquid Ocelot. Ocelot possessed by Liquid.

After the story of *Metal Gear Solid 2* ended, Snake and Otacon located Olga Gurlukovich's daughter, Sunny, and rescued her from the clutches of The Pathiots. This fragile prodigy now lives with them permanently aboard their aircraft, the Normad, where she contributes her extraordinary computer skills (and, it soon becomes apparent, rather less miraculous cullinary ability).

Metal Gear Solid 4 begins as Roy Campbell, now retired, contacts a prematurely ageing Snake to request that he undertake a new mission. Unusually, this will not



SUNNY



conclusion of events in the Middle East. Rather than manipulating the nanomachines within each soldier's body (as initially assumed), Liquid Ocelot had simply deachvated them. Freed from the influence of these microscopic yet powerful devices, the soldiers were instantly subjected to the full force of the psychological and physiological effects that the 60P System had previously repressed. It might take a war veteran a lifetime to barely come to terms with their role in a conflict. Stress, pain, remorse, fear, revulsion, anger, and more all these extremes of feeling were unleashed within a second at Liquid's command, suffocating the soldiers' minds and causing them to cease to function beyond a basic animal elevel. The SOP System, in essence, operates as a prophylactic. Beyond this barrier, the blood, brain and flesh of each subject remembers and stores every detail. Outwardly the very epitome of calm, capable professionalism, the biological reality for each soldier was anything but sanguine – the utilitarian SOP System being designed to repress effects, not address causes.

Perplexed by Snake's vulnerability to this phenomena — as someone who should lie outside the command of the SOP System — and his premature ageing, Naomi takes a blood sample and performs a battery of tests on the veteran soldier. From this, Snake learns a dizzying barrage of revetations, Firstly, his accelerated ageing is not a side-effect of FOXDIE, but a biological inevitability. The Les Enfants Terribles project created copies of the greatest soldier in the world. What might happen if that genetic material fell into enemy hands? For that reason, Snake was designed to be sterile and fast-ageing. By Naomi's calculations, he has little more than six months to live.

Moreover, this ageing process is causing the FOXDIE virus to mutate. Naomi estimates that this previously target-specific, weapons-grade nanovirus might begin infecting ordinary humans within three months. After a life of lighting weapons of mass destruction, and those who might seek to wield them, the

be under the mandate of a specific organization or government, but merely for the greater good. It appears that Liquid Ocelot is planning to use the five PMCs under his control to launch an insurrection, Snake's mission is to eliminate him before this can happen. The manhunt begins in the Middle East, Liquid Ocelot's last known location. Arriving in a warzone where PMC torces battle against a local guerrilla faction, he meets Drebin: a dealer of "laundered" weapons with no fixed ID codes, and therefore usable by anyone. Drebin injects Snake with suppressive nanomachines to negate the effect of older models introduced into his system many years previously.

As he stealthily progresses through the conflict zone, Snake meets his designated contacts: Raf Patrol Team 01, a special forces unit commissioned to monitor and report on the battlefield activities of PMCs. The leader of this unit is none other than Meryl, daughter of Campbell, who assisted Snake during the Shadow Moses Incident. She's accompanied by three men, including Johnny, (AKA Akiba), tamous for his gastrointestinal adventures throughout the Metal Gear series. Meryl and her team are on a mission to assess the danger that a potential insurrection by Liquid Ocelot could represent.

When Snake locates Liquid Ocelot, he attempts to line up a clear shot, but is interrupted as the surrounding soldiers are suddenly subjected to enormous pain and confusion. Struggling through this sobbing, corvuving, agonized crowd, Snake also falls afout of the mysterious effect, missing his opportunity to assassinate Liquid Ocelot, and only barely noticing the presence of Naomi Hunter at Liquid's side before losing consciousness. When he awakes aboard the Nomad, Otacon reveals that he has received an encrypted message from Naomi. In it, she reveals that she has been taken prisoner by Liquid Ocelot, and is being forced to work on the SOP System.

Snake travels to South America and infiltrates the compound where Naomi is detained. When the two meet. Snake learns the true nature of the inexplicable



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Snake understands that Liquid Ocelot's plan isn't to destroy the "Sons of the Patriots" system, as doing so would cause the collapse of his own army, Instead, his objective — dubbed "Guns of the Patriots" — is to gain sole control of the system, leaving him with the only valid army in the world. Liquid Ocelot performs a second SOP "experiment", causing the same effects witnessed in the Middle East. In the confusion, Snake and Naomi escape with the assistance of Raiden, now evidently a cybernetic hybrid much like Gray Fox before him. The incredible battle takes a terrible toll on the white-haired warrior. Leaking white blood from countless wounds, barely clinging to life, Raiden implores Snake to seek out Big Mama in Eastern Europe.

As the Normad travels to its next destination, Sunny and Naomi develop a close (and, in the context of the story, rather pivotal) bond as we learn more about Liquid Ocelot's plans. In order to take control of Sons of the Patriots, he needs to obtain Big Boss's genetic code and biometric data: the keys to the virtual castle. The two disruptions of SOP in the Middle East and South America had been Liquid Ocelot's attempts to use code and data derived from Liquid (through his replacement arm), and then Solid Snake (from the tests performed by Naomi). The unsatisfactory results were the consequence of Liquid and Solid Snake's status as incomplete clones — the modifications (infertility, short life span) common to the brothers actually caused both attempts to fail, as only Solidus was an authentic clone of his "father".

To realize his goal, Liquid Ocelot needs to locate Big Boss's body, apparently maintained in an artificial coma as a "biomont", at a secret location. Big Mama currently acts as its caretaker – and, as Naomi divulges, their enemies know this, and are afready en route.

In Eastern Europe, Snake traits a member of the local resistance forces and enters Big Mama's hideout. He discovers that she is in fact EVA, one of the Patrior founders who first met Big Boss (then Naked Snake) while working as a Chinese spy over half a centruly before. EVA explains that Liquid Ocelot is waging a war to eliminate Major Zero, and that The Patriots are attempting to exert total control via a system of Al programs. GW (believed defunct), TJ, AL and TR (the initials of the four American presidents represented on Mount Rushmore), all controlled by JD ("John Doe"), the master AL Following the neutralization of GW on the Big Shell in 2009, these Al programs continued to monitior and filter the flow of information through world networks. From politics to finance, law to social values and, latterly, the war economy, nothing escapes the attention of these indetatigable sentinels. However, GW was merely "fragmented" by Emma Emmerich's digital attack, and is now held by Liquid Ocelot. By using GW in conjunction with the data derived from Big Boss's body. Liquid Ocelot will have everything he needs to cross otherwise impenetrable security barriers and take control of The Patriots' system.

Despite Snake and EVA's best efforts, Liquid Ocelot succeeds in obtaining Big Boss's body, which is subsequently consumed by fire. Meryl's armed intervention with a





BB CORPS

VAMP

RAGING RAVEN

RECONSTRUCTION

Ultimately, the story of Metal Gear Solid 4 is the conclusion of a vast conspiracy innough which Ocelot and EVA (with Natura's help) exact their reening on Major Zero, and proper the doors of orderingtion for themselves. We should be under no illusions as to the true rate of Ocelot from the very start. As Big Boss reveals, "In order to tool the system, Ocelot assort name, the used hypotolic suggestion to turn himself into amental dispeplicanger of Liquid." Foreseeing every step Snake would make, every Mely outcome, Cooled above his apparent adversary to complete the most integral parts of his plot because he understands, fundamentally, that Snake is the lood of The Patriots, and therefore above suspicion in their eyes — whether he knows it or not. The evidence that underlines Snake is status as an unwitting agent of The Patriots is abundantly clear. Drabbin, of course, is a Patriot employee with a clear assignment to assist Snake whenever necessary, the name "RAT PT 01" (an anagram of "PATR101") should leave no uncertainty as to the true benefactors behind Meryl's special furces team. Snake is the weapon wielded by The Patriots in the light against Liquid Ocelot, and the new FDXDE virus intected by Orbeith a buildt with Ocelot's name on it.

Ocelot knows that the only way to bring down The Patriots is to infect the central Al, JD, with a vius. However, there are prerequisites that must be met for this plan to work one, that the virus code be of a sufficiently high standard, and two, that he have access to a system producted by an unprecedented degree of security.

Naomi creates a first draft of the virus, but is unable to complete it. Ocelot therefore consents to her apparent "escape" in order to deliver the code to Sunny, a child prodigy with a

preturnaturally instinctive understanding of technology, to finish Naomi's work, in her dying moments, only she understands the import of Sumity's message. "I cooked them right" is not a chalf's touching acknowledgement of earlier culinary tips, but the confirmation that the powerful virus is complete. Her objectives satisfied, Naomi could finally allow herself to die. Like Varmp, her grip on life was dependent on the artificial assistance of nanomachines; once this was removed, she — like Varmp — exhales her last (suddenly visible) breaths in the cold Alaskan air before succumbing to the effects of the cancer within her.

As for how to deliver the virus into the heart of The Patriots' At system. Ocean what the only way to break through its security was to use a unique key; the genetic code and biometric data of Big Boss. In actual fact the body select and then burned in Eastern Europe is not that of Big Boss, but Solicbs – the only one of the three brothers to be an exact clone. (Observant viewers may have noticed that this is fureshadowed long before the actual revelation by the fact that the eye patch is on the body's left eye — Big Boss, of course, lost his right eye.)

The rest of the story is a senies of deceptions designed to drive Snake ever onwards, and allay the suspicions of the Patriot Al systems. One to, despite the presence of Liquid Snake within its consciousness, has no intention of using the rail gun retrieved from Metal Gear REX. Neither does he truly plan to become leader of the Patriots imised, despite his assertions to the contrary. Ocelot simply wishes for an end to The Patriots' control system, and leads Snake, their fusiels yet unknowing toot, to become the agent of their nin. For greater versimilated, at no point does Snake enjoy an easy index the sheer ferocity of the forces ranged against him (soldiers, the Gekkos, the BB Corps, Vamp) underlines the apparent

large force of soldiers is for riaught; taking control of SOP Liquid Ocelot tocks the weapons of his would-be captors (and, for that matter, of all troops other than his own, worldwide). Few survive the resultant carnage as even vehicles fail to respond to the frantic interactions of their operators, and Liquid Ocelot calmly departs the scene of this grizzly, one-sided melee.

Liquid Ocelot's control of the system is still limited, though: to fulfill his objectives, he must destroy JD with a sufficiently powerful weapon. With WMDs still locked away by the master AI, he travels to Shadow Moses to retrieve the rail gun from the remains of Metal Gear REX: the one weapon outside of the System and within his grasp capable of destroying his intended target. With JD destroyed, control of The Pathot's system would revert to GW— and, therefore, Liquid Ocelot.

In hot pursuit, Snake infiltrates Shadow Moses as he did nine years before, but on finding REX — still lying as Snake had left it so many years before — he discovers that its rail gun has afready been removed. Snake and his companions therefore have no choice but to infiltrate Outer Haven, an Arseana Gear-style vessel that Liquid Ocelof had previously seized from The Patriots. Only by destroying Outer Haven's central server, home to GW, can Snake prevent his adversary from achieving his goal.

After a withering series of ordeals, an exhausted Snake escorts Metal Gear Mk. III to Outer Haven's server room and enables Otacon to upload the virus

initially developed by Naomi, and later completed by Sunny. Surprisingly, though, the virus does not focus exclusively on GW, and spreads to the rest of the system, even affecting the central AI, JD. As Snake lies gravely wounded, latigued beyond rational measure, alive through stone brute force of will, he witnesses a recording hidden in their virus code by Naomi. In it, she reveals that she designed her virus to destroy all of the AI programs. The Patriots, she explains, were planning to extend their control network to govern not just soldiers, but all manking.

In his final confrontation with Liquid Ocelot, Snake learns that it was this outcome that his opponent had sought from the very beginning, to release mankind from the wisted auspices of The Patriots, and the prison of their rational, micro-managed world. Liquid Ocelot dies after contracting the new FOXDIE virus carried by Snake; the Als created by The Patriots are also disabled, but not in the way that anyone could have envisaged. In a touch of precodous genius, Sunny had altered the virus to destroy the control system, yet leave all processes that administer vital elements of society's infrastructure (energy, transportation, communications, et al) intact. With the death of Major Zero and the Al programs that were to succeed him, The Patriots — and their ideals of standardization and social control — are no more.

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SCREAMING MANTIS

CRYING WOLF

LAUGHING DETUPUS

sincerity of Liquid Ocelot's desire to slay the legendary soldier. And yet Ocelot, significantly, fails to dispatch Snake when given several opportunities to do so, in a manner that clearly surpasses the traditional clické of villainous arrogance.

Ocelot, then, is not a nefarious figure, a tyrant seeking endless power, but the masternind behind a plan to break the authoritarian web that The Patriots were wearing over the world. From this perspective, Ocelot (even in his guise as the pitiless stiguid Ocelot) is as much a hero as Snake. Even his vicious rout of the forces brought by Meryl to capture him in Eastern Europe bears further examination. At the very moment that he force military hardware throughout the world with an apparently nonchaint wave of his hand, didn't Ocelot effectively end all ongoing conflicts at once, becoming the main architect of peace and the man to end the war economy? Despite their mutual antagonism from the first time they met. Snake and Ocelot actually worked together to stop The Patriots' rule.

Only once the virus has been deployed does Ocelot reveal hints of his true self. There is an aimost calitartic quality to the brutal unarmed combat that ensues between the two before Ocelot's life is extinguished by the FOXDIE that courses. Iferough Snake's werns. Ocelot's valediction confirms that he actually played Uquit's role all along. "I am Liquid's doppelganger."

The unforeseen variable in the story of Metal Gear Solid 4, the protagonist that

The Patriots completely neglected to acknowledge as a threat, is Sunny. It was her precocous genius that enabled the virus to consign The Patriots to history. As an additional, inspirational touch, she engineered it to destroy the Air countres that governed the world, and yet preserve the smooth running of infrastructures essential to modern civilization. By offering society a second chance, Surny also gains a new beginning, mis time "outside".

The symbol of this renewal, Meryl and Johnny's wedding, is marked with several reconcisions: that of Meryl with her father Roy Campoell, that of Raiden with his wife and son, and ultimately with his life, that of Snake with his father, presumed foing dead after Zanzibarland; and that of Big Boss with The Boss's legacy, which he finally understood.

Some, like EVA. Oceiot, Naomi and Big Boss (who deliberately breathes the FDXDIE virus exhaled by Snake), find redemption in death, both their own and in that of The Patriots' corrupted ideals. Others, such as Otacon, Meryl and Campbell, find redemption in the through their atonement for past mistakes. As for Snake, he finds himself poised between life and death, trapped between the past and the future, between Snake and David. There is, perhaps, a hint of a future, however short, for the lived solder before the end credits roll. With the knowledge that the new FCXDIE virus has supplanted the one before it. Big Boss encourages Snake to start over, to embrace a new (albeit short) life as a fresh era dawns.

INTERPRETATION

Big Boss and Major Zero, the catalysts for the stories of the Metal Gear Solid series, are polar opposites, extremes of the same scale. While the former thirsts for anarchy (as demonstrated by his actions in Outer Heaven and Zanzibarland), the latter desires total control. Both misinterpret and corrupt the teachings of The Boss, losing sight of the reason behind her final sacrifice. Big Boss believes in an ideology that promotes. individual liberty at the expense of stability, security and structure, thus restricting the true freedom of citizens to speak, to grow, and even to exist. Conversely, Zero's obsession with order, and the perceived need to preserve society by means of standardization and intrusive governance, leads society to the brink of disaster. His Al successors begin to create a future where individuals would unknowingly suffer not only restrictions in their freedom to act or express themselves, but also in their freedom to feel beyond the confines of managed boundaries. A perverted liberty of a kind might still exist in such a civilization, but in the narrowest, least genuine sense of the word.

For Zero, freedom would be preserved by imposing a set of constraints and offering individuals liberty within this context, for Big Boss, it could be assured through the absence of constraints. The latter was, it could be argued, a delusion; even an absence of limits would prove to be a constraint in itself. Both could only define freedom in relation to boundaries, to limitations, and this was the core of their betrayal of The Boss's legacy: she saw liberty, in a far more positive light, as the result of personal and collective commitment.

From the day they founded The Patriots, the way of Zero and Big. Boss was that of oblivion - by forgetting the sense The Boss had shown them, they forgot who they were. This led both to instigate a chain of events in which the same tragedy is repeated over and over, a series of questions that always seem to elicit the same replies. This explains why the Metal Gear Solid games follow a palpable blueprint: the same themes (death, vengeance, deception), the same actors (a hero, a designated enemy, a ninja, an elite unit), the same goals (freedom, redemption). It took the child, Sunny, perhaps the least expected agent for change, to break the endless cycle to create a spiral, where the story leads from the centre to the outside. Though each episode's narrative offers a similar scenario, it is clearly different from all others. marked by deviations in the series DNA that make it unique. This, it could be said, is a reflection of life itself, and mankind in particular: reproducing fundamentally the same things, and yet never reliving exactly the same thing.

After Big Boss's failure to create his warrior's utopia in Outer Heaven and, later, Zanzibarland, Zero lost both his dearest friend, and the force that kept his principles and beliefs in check. As a consequence, he ceased to believe in mankind, in the concept of open society. He refused to entrust the world's reins to a new generation, instead favoring the creation of autonomous artificial intelligence systems to govern in his stead. The Patriots became a power depersonalized and fundamentally inhuman, attempting to apply order to mankind by seeking the confinant reproduction of the same, an administrable repetition without end. Its behavior can be likened to a dog chasing its own tail or, more pertinently, a





computer program stuck in an infinite loop. This explains why the Patriots (or, rather, the AI that succeeded its founder members) use Snake as the primary agent of the system, and the same stratagems (for example, FOXDIE) every time.

Onevery occasion bar the last, the circle is refreshed, the hegemony of The Patriots challenged (though not broken) when the AI tails to take an unseen variable into acount. Of greatest import is the reality that, in each episode, Ocelot's true role, his betrayal, is never articipated or understood. However, every time the story is told, certain distinctions and innovations abide; the surviving protagonists grow, and certain things live on (for example, the influence that Snake has on those he meets). This may be what Nietzsche meent by the "Eternal Return of the Same" and especially by his famous motto. "Become what you are", so often misriterpreted. This is echoed in Big Boss's words once he finally understood what The Boss warted. "It's not bout changing the world. It's about doing our best to leave the world the way it is."

It, as Big Boss asserts just before he dies, the world is at the dawn of a new era, it remains to be seen what marked will manage to do with this second chance, especially the most direct casualities afflicted by the machinations of The Patriots. When the solidiers are freed from the SQP system, the effects of the accumulated emotions, thoughts and memories that were repressed by their nanomachines suddenly resurface. Clearly, the consciousness, the ego, forgets, but the mind and body retain, collect, suffer things, whether we realize it or not. In the new age, many things will thus need to be learned affesth. This is all the more true for the victims of the Sons of the Patriots Syndrome (SQPS), but also for the others, all those this were affected by the Patriots' censorship, and whose lives were thus stolen, if only in part. The adjustment might be especially hard on Snake, and impossible within his limited filesport, as he has been at the future of The Patriots' deepplions throughout.

So what will Snake do with his father's legacy? What will he pass on? Not his "genes", not the "memes" of his bygone epoch, not a "scene" given that the times have changed; perhaps the "serse" of his existence, then? Perhaps his persoverance, his endeavor, his fighting sprift, his unwavering will might inspire others to live by his example. With the new challenges that await transhind now that the Pathiots are gone, no doubt they will need such values to avoid past mistakes. It is the significance that we attach to our deeds that enables us he achieve the best results: this is what Meryl and Johnny prove by being perfectly synchronized on Outer Haven without SOP; Snake by getting back to his feet a thousand times out of sheer willpower. Raiden by linding the strength to accomplish miracles even though his artificial body is cracked and broken.

Nevertheless, the few months that remain for Snake (or, rather, David) to live will barely allow him to catch a glimpse of the horizons of this new beginning. He is a clone built for conflict a "blue rice", an aberration a thing that does not occur naturally, an orphan of a dying epoch, in the post-credits dialogue, however, we hear Diacon dissuade his closest friend from spending his final days alone; an encouraging first step for a new world order.

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CUTSCENE INTERACTIONS EMBLEMS SPECIAL EQUIPMENT

SYNOPSIS

BIOGRAPHIES

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BIOGRAPHIES

The following biographies should explain everything you need to know to better understand all major (and many minor) plot developments that occur during Metal Gear Solid 4. These central protaponists, organizations and concepts are all relevant to its compelling narrative, though we have abbreviated or omitted entries for individuals who play no significant role in shaping the events of this conclusion to the long-running Metal Gear storyline.

THE BOSS



A legendary American secret agent, the foremost soldier of her generation. The Boss was regarded as an exemplary patriot until her shocking defection to the USSR during the Virtuous Mission in 1964. In actual fact, her apparent betrayal was made at her government's behest, a subterfuge designed to enable her to infiltrate Colonel Volgin's organization. Her objective was to retrieve The Philosophers' Legacy, and to secretly support her designated successor, Naked Snake, in his mission to assassinate Volgin and destroy the Shagohod weapon. Having achieved both goals, The Boss made a final sacrifice for her country: to die at the hands of her protégé, accepting death and disgrace in order to conceal the true nature of her involvement (specifically, the transfer of the coveted Philosophers' Legacy to United States control). The teachings of The Boss, and her final expression of

devotion and commitment, inspired a small cabal of those who knew the truth to found The Patriots to perpetuate her legacy.

BIG BOSS alias Naked Snake



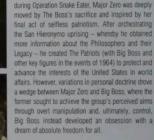
Originally known as Naked Snake, he was forced during Operation Snake Eater to assassinate his spiritual mother. The Boss, thus becoming even greater than The Boss and earning the title Big Boss. After he prevented a nuclear strike on the US in the 1970 San Hieronymo Incident, Big Boss joined Major Zero and Ocelot (the conspirators behind the aforementioned episode) to found The Patriots. However, though a firm friend of the organization's leader, Major Zero, Big Boss's gradual estrangement from Zero and dissatisfaction with his methods—seen as a betrayal of the message of liberty bequeatfield to them by The Boss—caused him to leave the group.

After secretly (and illegally) re-forming the elite FOXHOUND special forces unit (formerly under his command), Big Boss aspired to create a "warrior's utopia" by overthrowing the governments of Outer Heaven and, later, Zanzibarland. His goal was to free hirrself from the rapidly encroaching influence of The Patriots, and to create a nation defined by a charter of total liberty for all citizens. In both instances The Patriots sent his cloned "son" Solid Snake to foil

his plans. Gravely wounded after their second clash in Zanzibarland, Big Boss's body was retrieved by The Patriots and maintained in a perpetual artificial coma. His unique genetic code and biometric data would later be used as the sole key to a sophisticated Al system conceived by Major Zero. Though initially designed to filter the digital era's free flow of information, this system would later develop and manage the Sons of the Patriots program. EVA, with Raiden's assistance, was eventually able to reclaim Big Boss's body. Reconstructed with organs and limbs harvested from the corpses of Liquid and Solidus, Big Boss was restored to life in 2014. Finally comprehending the true sense of his former mentor's legacy, he took the opportunity to pass this message on to his son, intentionally contracting the lethal FOXDIE virus during their brief, yet significant reunion, before dying on the grave of the woman he had worshipped.

MAJOR ZERO





Commander of Naked Snake (the future Big Boss)



Big Boss's departure from The Patriots initiated a cycle of violence where these two ideologies would clash over several decades. This began with the events in Outer Heaven and Zanzibarland; later, Liquid and Solidus would firmly grasp the torch lift by their tather in the subsequent Shadow Moses and Big

Shell incidents. In each instance, Major Zero triumphed through the intervention of Solid Snake, his (albeit unwitting) agent, every success reinforced his hegemony, with his increasingly malign and dictatorial influence a product of a growing contempt for the human race.

Unwilling to foster a new generation of Patriots to steer the course of world history, Zero instead created an autonomous AI system capable of interpreting and filtering the free flow of information in the digital age. Initially a subtle means of shaping human behavior (from governments to individual citizens), the AI system became a tool for the direct control of bodies and minds with the advent of the Sons of the Patriots (SDP) program. Though soldiers would be its primary tocus af first, The Patriots stood poised to extend its reach to encompass all mankind, creating a future where internal nanomachines and centralized management would deny mankind the natural, unfettered encompass that constitute the very essence of humanity — and, indeed, of individual tiberty.

The irony, as was later revealed when Big Boss met with Solid Snake, was that the decrepit Major Zero had long existed in a vegetative state. By 2014 and the events of MGS4. The Patriots existed purely as the authoritarian, autonomous and rapidly evolving Al system that Zero created.



THE PHILOSOPHERS

The Philosophers was a committee created in the early years of the 1900s by preeminent figures from the three nations that would dominate the century ahead. the United States, Russia and China. This secret organization amassed a colossal sum of funds, the Philosophers' Legacy, which was originally dedicated to a broad ideal of ensuring world peace. With the death of its founders, however, this noble aim was forgotten as their successors lought to gain sole control of the Legacy in the aftermath of the Second World War.

THE PATRIOTS

A clandestine organization founded by Major Zero in the early 1970s, joined by Big Boss, EVA, Ocelot, Sigint and Para-Medic, The Pathiots could be regarded as the direct successors of the Philosophers. The six committee members (led by Zero) originally intended to act on the teachings of The Boss, who had given her life to serve her country's interests. However, an initial desire to protect the United States soon became a concerted attempt to impose its social, political and economic mores on other nations; a belief that standardization, a global uniformity of culture emulating the American model, was the means by which they might achieve their desired ends.

Bankrolled by the practically inexhaustible funds of The Philosophers' Legacy (retrieved by Ocelot at the conclusion of the Snake Eatermission). The Patriots increased their influence in world affairs through measured investments and subtle lobbying. In time, entire governments and corporations would effectively (and often unwittingly) fulfill their every bidding. The role of Big Boss, elevated to the status of a global hero through media manipulation, a figurehead celebrated by all, was to help shape the opinions of the social elite and common citizens alike. Noting Big Boss's growing disenchantment with The Patriots as a concept, however, Zero initiated the Les Enlants Terribles project to create clones of his valuable but volatile ally as an insurance policy. This fed to the birth of Solid Snake, Liquid and Solidus, with Para-Medic the principle engineer behind this feat of advanced science, and EVA acting as surrogate mother. His discovery of this betrayal led Big Boss to finally leave The Patriots in pursuit of very different ideals. This marked the beginning of a conflict that would last for decades.

Big Boss was not alone in despising what The Patriots (and, specifically, Zero) had become. Unbeknownst to Zero. Ocelot and EVA covertly conspired to bring the organization down from within. Through their direct intervention, Para-Medic was killed by Gray Fox, during the events at Shadow Moses, Sigint was murdered by Ocelot himself.

Though The Patriots already had pawns within all major institutions in the world. Zero sought to increase his domination with the advent of the digital age. By creating a software system to filter and control information travelling through global networks, he ultimately aspired to directly manage society as a whole through selective censorship. But the role of this network of autonomous Als (GW, TJ, AL, TR and JD, the master Al) evolved beyond its original parameters, eventually creating the Sons of the Patriots System, and the "war economy" that accompanied it.

With Zero's descent into physical fragility and senility, eventually alive only in the purely physical sense of the word, sole control of The Patriots reverted to these unfeeling computer programs. Perhaps lacking any true comprehension or appreciation of society or its constituent members beyond a superficial mathematical level. perceiving human culture as an equation to be solved, the Als began to implement a new world order. Conflict was encouraged as the principle mechanism for economic prosperity simply because it worked - a practical yet unflinchingly callous conclusion. The planned extension of the SOP System to the general population would have _____ been made to improve the efficiency of society, not as an expression of cruelty or dominance. The Patriots, in its post-Zero incarnation, wasnot inherently evil; merely inhuman. It was not motivated by nationalist sentiment, religious ideology, or a thirst for profit or revenge, but by a basic digital desire for practical functionality, for variables operating within simple, predictable, malleable routines.

Ultimately, though, this AI system was prone to colossal errors of judgment, with a tendency to repeat the same roufines or misakes (and a curious affinity for cyborg ninjas). It was this fallibility, that Oceid ultimately exploited. Focusing their attention on him. JD and its associated AIs failed to notice that their weapon of choice (Snake), the sharp blade wielded so successfully against previous challenges to the supremacy of The Patriots, had been slowly, imperceptibly rotated to face the organization's beating heart.

HOW TO PLAY
WALKTHROUGH
INVENTORY
METAL GEAR ONLINE

CUTSCENE

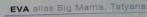
EMBLEMS

SPECIAL EQUIPMENT

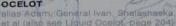
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The son of The Boss and The Sorrow, Ocelot was an integral part of the conspiracy that returned The Philosophers' Legacy to the United States in the attermath of Operation Snake Eater. He cemented his relationship with Major Zero by acting as co-conspirator during the San Hierorymo Incident. A founder member of The Patriots, he eventually became distillusioned with the organization's gradual drift away from its original ideats, particularly after the appropriate of the patrious patrious and propriate or the propriate of the pro



During the Shadow Moses Incident, Ocelot used Liquid to retrieve test data from Metal Gear REX in order to deliver it to Solidus (the third Big Boss clone, and then US President) while still technically serving the interests of The Patriots, but in fact manipulating all parties involved. However, Gray Fox (the Cyborg Ninja) unexpectedly servered Ocelof's right arm during a controntation with Snake, this was later replaced with the equivalent limb from the corrise of the late Liquid.



During the Big Shell Incident in 2009 (and, for that matter, the theft of Metal Gear RAY two years previously), Ocelot again concealed his true intentions from his enemies, allies and Patriot masters allike through a series of audacious deceptions. His principle innovation was to periodically assume the identity of Liquid, as if somehow possessed by the dead clone. The Patriots, though alarmed by such behavior, at no point doubted his integrity—as he had planned.



Eventually adopting the full-time persona of "Liquid Ocelot", thus severing his ties with The Patriots. Ocelot feigned a desire to create a world of lawless freedom (much like Big Boss before him) as a foil to hide his true objective: the end of The Patriots' tyranny. As he knew that the systems established by The Patriots were unassailable by means of a direct assault, he endeavored to destroy them with the one person they would least suspect. Solid Snake, their own agent. His behavior in Metal Gear Solid 4, then, was a devious, elaborate ploy to drive Snake towards an eventual goal of disabling the Patriots' Al network with a computer virus. Having achieved his he engaged Snake in hand-to-hand combat, perhaps relisting one last opportunity to test his

prowess against the progeny of his great friend and idol, Big Boss. By doing so, he voluntarily contracted the FOXDIE virus, choosing death (and, you sense, peace) as his reward for ushering in a new era.





As an agent serving the United States, Russia and, ultimately, China, EVA assisted Big Boss (then Naked Snake) during Operation Snake Eater, yet secretly planned to snatch The Philosophers' Legacy for her masters in Beijing. Later reconciled with (and, indeed, rescued by) Big Boss, she was invited to become a member of The Patriots. She volunteered to be the surrogate mother for the Les Enfants Terribles project. but - with Ocelot - felt an overpowering fury towards the organization following the departure of Big Boss, and Major Zero's drift towards absolutism. Retreating to the shadows, she became Ocelot's co-conspirator, and took control of the resistance group Paradise Lost, recruiting former members of PMCs. She eventually succeeded in recovering Big Boss's body with the assistance of Raiden, and led the efforts to reconstruct and revive the legendary warrior by using body parts. from Liquid and Solidus.

EVA died believing that Liquid Ocelot truly existed, as convinced as any other that her friend had become merely a vessel for Liquid's malign spirit. This was the true extent of the price that Ocelot had to pay in order to succeed: not even EVA could know the true scope of his plan.

SIGINT alias Donald Anderson



A member of Big Boss's support team during Operation Snake Eater. Sigint specialized in technology and intelligence acquisition. Among the many technological developments he created or managed, one of the most important was ARPANET: the predecessor to the Internet that enabled The Patriots to plan their control over the future digital society. As one of Zero's closest and most dedicated allies within the organization, he became head of DARPA – the Pentagon research agency responsible for developing Metal Gear REX. More commonly known as Donald Anderson, he died at the hands of Ocelot during the Shadow Moses Incident; his death was passed off as an unfortunate accident during interrogation.



The Conald Anderson who later died before Snake's eyes when intected by the FOXDIE virus was, in fact, Decoy Octopus: one of Liquid's men disguised as Anderson in an attempt to glean information from



PARA-MEDIC alias Dr. Clark



The final founding member of The Patriots, Para-Medic also played an important role in Operation Snake Eater. Later, known as Dr. Clark, she led the Les Enfants Terribles project and ran The Patriots' gene research program, among other scientific endewors. After Snake's victory in Zanzibarland, she used her expertise to place Big Boss in a permanent coma, and used advanced cybernetic surgery to transform Gray Fox into the Cyborg Ninja Freed by Naomi Hunter, Gray Fox murdered the morally bankrupt scientist as revenge for the pain and suffering she had subjected him to.

SOLID SNAKE alias David



Of the three products of the Les Enfants Terribles project, Snake was deemed to be the interior specimen when compared to his more robust fwin, Liquid, and the "pure" clone Solidus. An abulterated copy of his "tather", Big Boss, he was designed to be sterile, with a limited life expectancy.



Snake served as an agent of The Patriots throughout his life (up until the conclusion of MGS4) without realizing it; only aboard the Big Shell was he perhaps a variable that existed outside their calculations. After defeating Big Boss in Outer Heaven and Zanzibarland, Snake aspired to take an early retirement. Instead, he was called into service once again to eliminate his twin, Liquid, during the Shadow Moses Incident. Liquid erroneously (and jealously) believed his brother to be his genetic superior and, but for the timely intervention of the FOXDIE virus introduced into Snake's body by Naomi Hunter, might have succeeded in killing him. One beneficial result of the events at Shadow Moses, however, was that it introduced Snake to Otacon and Meryl Silverburgh.



After choosing not to work for his government (yet never moving far beyond the indefaligable gaze of The Patriots), Snake co-founded "Philanthropy" with Otacon, an independent organization dedicated to preventing the proliferation of Metal Gear technology. This led to his presence on the Discovery tanker where Octol — and, in his first performance, Liquid Ocelot — stole Metal Gear RAY, Two years later, he assisted Raiden in his successful altempt to thwart Solidus aboard the Big Shell.

Afflicted by the ravages of premature decreptude programmed into his genes, Snake was called back into action by Roy Campbell, his former commander, for the events of MGS4. As in all prior instances, Snake was again unknowingly acting as a Patriot tool — though, with Ocelot's oblique assistance, he this time became the weapon responsible for the organization's absolute destruction.

OTACON alias Hal Emmerich





A scientific genius, Otacon was manipulated by The Patriots to create Metal Gear REX. a weapon of mass destruction. Snake's intervention at Shadow Moses helped Otacon to learn that he had been exploited: he then dedicated his life to the admirable goal of securing world peace. After cofounding Philanthropy, he assisted Snake in his subsequent missions - first at the Big Shell, then again in the fight against Liquid Ocelot in 2014. Regularly a victim of fate. Otacon appears condemned to always lose the women he loves most dearly: Sniper Wolf at Shadow Moses, his step-sister Emma on the Big Shell, and - finally it must be hoped - Naomi Hunter.



METAL GEAR ONLINE

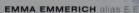
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Otacon's step-sister, Emma held a grudge against her brother for his inability to prevent the accidental drowning of their common father, but was oblivious to the fact that Otacon was conducting an illicit affair with her mother at the time - and that her father's death was actually suicide. Emma developed GW, the Al at the heart of Arsenal Gear, but later developed the "worm" program that disabled it. She did not live long enough to witness its effects: stabbed by Vamp, she died in her brother's arms. Her life extinguished, her genius nonetheless lived on: the worm code she devised became the basis of the virus Naomi Hunter and Sunny created to destroy The Patriots' central Al.

LIQUID



On discovering the partial truth of his heritage, and the Les Enfants Terribles project. Liquid developed a pathological obsession with realizing his father's dream, and an irrational hatred of Snake.

Manipulated by other parties (particularly Solidus and Ocelot) throughout the Shadow Moses Incident, Liquid was killed at its

conclusion by Naomi Hunter's FOXDIE virus. In the broader scheme of the series narrative, the transplant of Liquid's arm to Ocelot is arguably of greater significance than its original host. If was this limb that tacilitated the Liquid Ocelot subterfuge, a fiction that enabled Ocelot to steer Snake towards his destiny as the man to end the rule of The Patriots.

LIQUID OCELOT



To all intents and purposes, Liquid Ocelot and Ocelot were the very same person. In a performance of superlative quality, augmented by advanced psychotherapy techniques, hypnotherapy and nanomachines. Ocelot used his take Liquid Ocelot persona to disquise his true intentions from The Patriots. By 2014, he had gained control of the world's five largest Private Military Companies, all owned by a holding corporation named Outer Heaven. Liquid Ocelot used Solidus's body to snatch control of The Patriots' SOP System, and subsequently lock all weapons of troops not under his direct command. He then conspired to destroy the central Al program satellite (JD) with Metal Gear REX's rail gun, but was stopped by Snake. However, this was yet another deception through which Ocelot fooled The Patriots and led Snake, their own agent, to eliminate them on his behalf.

SOLIDUS alias Geoge Sears



Third product of the Les Enfants Terribles project, Solidus was the only identical clone of Big Boss. President of the United States under the name George Sears, he took advantage of his position to obtain the test data of Metal Gear REX in the Shadow Moses incident. Having seemingly aroused the ire of his masters. The Patriots, he escaped and organized the attack on the Big Shell. As with Big Boss and Liquid before him, he wished to create a free state beyond the influence of the organization that created him but, like his forebears, he failed. In actual fact, The Patriots had orchestrated his rebellion from the very beginning using it as an integral part their S3 research plan.

The whole Big Shell crisis, it transpired, was nothing more than a live-action recreation of key morrients from the Shadow Moses Incident designed to improve the Patriots' technology, with Raiden the Patriot guinea-pig scripted to slay Solidus. Solidus's body would later be used by Liquid Ocelot to take control of the SOP System.

VAMP





Right-hand man to Solidus in the attack on the Big Shell. Vamp apparently died From a gunchor wound to the head. However, this fearsome (and gleefully perverse) warrior was rendered effectively invincible by nanomachines invented by Naomi Hunter. These microscopic devices accelerated his natural cellular processes to successfully (and, often, near-instantaneously) heal even the gravest injuries. This prodigious advantage was removed when Snake, on his return to Shadow Moses, imjected Vamp with nanomachines that suppressed his unique ability, allowing Raiden to kill him once and for all.

ROY CAMPBELL



Though a key protagonist in the San Hieronymo Incident, where he helped Big Boss to resolve the crisis, Campbell acted as Snake's commander during his two assignments to stop Big Boss, he later reprised this role during the Shadow Moses mission. However, the Colonel Campbell who assisted Raiden on, the Big Shell was actually a virtual impostor created by a Patriots Al program.



In 2014, made aware of Liquid Ocelot's schemes through his work for the United Nations, Campbell implored Snake (in a purely private capacity, though doubtlessly manipulated in secret by The Patriots) to assassinate Liquid, Campbell's relationship with Rose, Raiden's former girthriend, led others to question his character and view him in a far less sympathetic light, and caused his complete estrangement from Meryl. This partnership was later revealed to be a deceilt of Campbell's design, a generous and fiercely guarded secret that protected Rose and Raiden's son from The Patriots.



MERYL SILVERBURGH



Daughter of Roy Campbell, Meryl long pretended to be his niece due to a lamily quarret. Taken hostage during the Shadow Moses crisis, the young soldier escaped and assisted Snake in his struggle against the terrorists led by Liquid. Later in her career she was assigned as the lead operative in Rat Patrol Team 01, a special unit charged with the responsibility of observing Private Military Companies during their battlefield operations. In 2014 she would again play an important role by assisting Snake in his fight against Liquid Ocelot.









Infamous within the Metal Gear Solid saga for his innate clumsiness and abdominal eccentricities, MGS4 reveals that Johnny was so afflicted due to the absence of nanomachines in his body. Unlike other SOP-augmented soldiers, he did not enjoy the benefits of a regulated metabolism. nor the advantage of artificially enhanced reactions. However, this weakness became his strength when Liquid Ocelot disrupted the SOP System. Enjoying a natural, human degree of control as an individual free from SOP influence, he was able to save Meryl's life at a pivotal moment. As he and Mervl held out against colossal odds to defend Snake at the end of MGS4, Johnny won the love of the woman he had adored since their first encounter at Shadow Moses.

NAOMI HUNTER



by Frank Hunter/Jaeger, alias Gray Fox - the man who, unbeknownst to Naomi, had killed her parents. After he was defeated by Snake and reconstructed as the Cyborg Ninja by The Patriots. Naomi craved revenue. Recruited by EVA, she helped instigate his escape. Naomi later injected Snake with the FOXDIE virus at the beginning of his Shadow Moses mission, hoping to cause his death, but instead making him a simple vector for the disease. Her anger was tempered when she realized that Snake was merely an instrument used by The Patriots; she later joined forces with Ocelot, contributing her incredible technical acumen to his secret cause. She created the first draft of the virus that would eventually disable the Patriot Al network, which she later gave to the child prodigy Sunny to complete.

As an orphan, Naomi Hunter was adopted

Afflicted by a cancer that she had slowed (though not cured) with nanomachines, and haunted by the more morally questionable aspects of her career (particularly FOXDIE, and her complicity in Vamp's voracious brutality), she found redemption in death after learning that Sunny had finished her work on the virus.



GRAY FOX

alias Frank Hunter, Frank Jaeger, Null



A soldier from an early age, Frank Hunter was responsible for countless deaths. Seized by a powerful sense of guilt after killing a young child's parents, he adopted the little girl and named her Naomi. The subject of experimental enhancement surgery, he was used as a combat weapon in the San Hieronymo Incident. Later enlisted to FOXHOUND, he first fought against, and then for, Big Boss, but was defeated on both occasions by Snake. Restored to life as the Cyborg Ninja but again subjected to hideous experiments in the process, he escaped from the laboratory of Dr. Clark. alias Para-Medic, killing her as retribution for the indignities he had suffered. Having developed an obsession with Snake that comprised extremes of outright fascination

and utter hatred, he intervened in the Shadow Moses Incident to both aid and confront him. After severing Ocelot's arm in one such moment, he eventually sacrificed himself to enable Snake to defeat Liquid.



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OLGA GURLUKOVICH



A Russian solider who assisted her father in the sinking of the Discovery tanker in 2007 while heavily pregnant. Olga later became an unwilling but compliant Patriots operative when the organization kidnapped her daughter. Compelled to obey The Patriots to protect her new-born baby, she played the role of the "cyborg ninia" substitute as part of the S3 simulation on the Big Shell. In a cruel twist, she was obliged to die at the hands of Solidus in order to save Raiden - a precondition for the survival of her daughter, Sunny,

SUNNY



Daughter of Olga Gurlukovich, Sunny was abducted at birth by the Patriots. Set free by Raiden, she then joined Snake and Otacon aboard their airship, the Nomad. Blessed with an instinctive understanding of technology, and possessing a genius that might be considered precoclous for an individual ten times her age, she changed the course of world history by completing the virus developed by Naomi Hunter, Her most incredible contribution, perhaps, was to modify its code structure to ensure that it destroyed the virtual "minds" of the Patriots' Al programs, but preserved systems essential for the operation of society's infrastructure - a development that not even Ocelot appeared to have presumed possible.





Raiden's girthiend, Rose hid the birth of their son by claiming to have had a miscarriage. By conducting a sham marriage with Roy Campbell, she succeeded in escaping the notice of The Patriots, who might otherwise have used her and her son as leverage against Raiden. Convinced that her love would return to her once his mission was complete, she waited until The Patriots had been eliminated before revealing the truth.



The Rose that spoke to Raiden via Codec during the Big Shell Incident was an Al-generated impostor designed by The Patriots to mislead him.

MEI LING



A member of Snake's support staff throughout the Shadow Moses crisis, Mei Eing remained loyal to him once the mission ended. She worked closely with Philanthropy in the lead up to, and during, the Big Shell crisis, supplying Snake with equipment stolen from her then-employers.



She once again came to Snake's aid in 2014 while serving aboard an old war vessel, the Missouri. As the ship was not under the control of the SOP System, Mei Ling used it to convey Snake and his allies in their pursuit of Liquid Ocelot's mighty ocean-bound fortress, the Outer Haven. With her help, they were able to board the colossal vessel and release the Al-killing virus created by Naomi and Sunny.



RAIDEN # alias Jack, White Devil, Jack the Ripper, et al.



A former child soldier during the Liberian Civil War under the command of Solidius, Raiden grew up repressing abhorrent memories. He believed he was a FOXHOUND secret agent, but was in fact a guinea-pig used by The Patriots for their S3 research program.



Though he ultimately survived the Big Shell crisis, Raiden could not escape the ghosts of his tragic past. Thoubled and increasingly irrational, he left his partner. Rose, convinced that she had suffered a miscarriage, later, he believed the (sadly necessary) fiction that she and Roy Campbell had married. Raiden first went in search of Sunny, freeing her from the clutches of The Patriots, and then retrieved Big Boss's body on behalf of EVA. In a desperate attempt to cleanse himself of past sins, he submitted himself to cybernetic enhancements in a process that made him more machine than man. Only in his light alongside Snake to deleat The Patriots did he rediscover his humanity. His mission complete, his reward was to be reunited with Rose and his young son.



METAL GEAR

A bipedal tank first conceived by a Russian scientist named Granin, it was overshadowed by Sokolov's "Shagohod", encountered during Operation Snake Eater. Several decades later, Otacon created an advanced Iteration of the original concept, Metal Gear REX, armed with the capacity to fire nuclear warheads. This design was later upgraded to create an amphibitious model, Metal Gear RAY, The Metal Gear technology reached its zenith with the advent of Arsenal Gear, a vastly expanded interpretation of the design brief that was, in essence, a mobile fortress. Liquid Ocelot's Outer Haven vessel was a modified version of an Arsenal Gear stolen from The Patriots.

FOXDIE

The product of a research project conducted at the behest of The Patriots, FDXDIE was a "nanovirus" transmissible by air and physicial contact. Unlike other biological weapons, its effects were limited to largets specified by a genetic identification process designed by Naomi Hunter. When she injected Snake with the virus in her quest for revenge, she unknowingly did the bidding of The Patriots – the FDXDIE coursing through Snake's veins caused the death of many principle protagonists in the Shadow Moses Incident, including Liquid. The virus spared Snake due to the simple fact that he lacked the same genetic markers as his brother.

In 2014, Naomi revealed to Snake during his rescue attempt in South America that biological processes within his body were causing FOXDIE to mutate. The virus had the potential to begin infecting victims indiscriminately within a period of a few months, she estimated, transforming Snake into the harbinger of a global apocalypse However, a new variety of FOXDIE injected into Snake by Drebin had the side effect of supplanting the original virus strain, thus ending — or perhaps merely postgoning — the threat he posed.





One of The Patriots' innumerable agents, but fairly unusual in that he was fully aware of his role. Drebin was given the task of selling "laundered" weaponry free of SOP restrictions. One of hundreds of designated Drebins worldwide, his job was to ensure that those who sought to fight would always have the means to do so - thus perpetuating the war economy. After injecting Snake with a new FOXDIE strain designed to kill EVA. Ocelot and Big Boss, Drebin was ordered by his Patriot masters to support him in his mission to eliminate Liquid Ocelot - proof positive, were it needed, that Snake remained the preferred instrument of the organization. It was only through Drebin's assistance that the forces that attacked Outer Haven to support Snake's infiltration had weapons at their disposal.

PSYCHO MANTIS





A warrior with tremendous telekinetic abilities, Psycho Mantis fought alongside Liquid in the Shadow Moses Incident. Defeated by Sgake — with whom he felt a curious kinship, a sense that both shared a similar emptiness at the every core of their being — his spirit nonetheless survived the passing of his corporeal form. His unique talents were employed to condition the fragile minds of the BB Corps members, and his spirit found refuge within Screaming Mantis, their commander.

Psycho Mantis made a noteworthy return after Snake defeated Screaming Mantis on the Outer Haven, and once again attempted a vibrant demonstration of his powers.

HOW TO PLAY WALKTHROUGH

METAL GEAR ONLINE

CUTSCENE INTERACTIONS EMBLEMS SPECIAL EQUIPMENT SECRETS

SYNOPSIS INTERPRETATION

COBRA UNIT

An elite unit under the command of The Boss during Operation Snake Eater, it included notable figures such as The Pain, The Ferr, The Fury, The End and The Sorrow (Ocelot's father). Naked Snake eliminated each one in turn, including their leader, acquiring both the title of Big Boss and a sense of guilt that would consume him until his dying day.

FOXHOUND

An elite unit commanded by Big Boss in the 1970s before its disbandment, it was reformed first by Big Boss, then later Liquid before the events at Shadow Moses. In the latter two incarnations, FOXH-OUND was identified by the international community as a terrorist group, It included members as tamous as they were unhinged, such as Vulcan Raven. Sniper Wolf, Psycho Mantis and Decoy Octopus—the last being the first known victim of the FOXDIE virus.

DEAD CELL

An anti-terrorist unit created by George Sears (Solidus) during his presidency, it was devised to launch surprise training assaults on allied bases to better enable them to protect themselves in the event of a real attack. Dissolved after the imprisonment of its leader, Dead Cell secretly reformed with Fortune, Fatman and Varing as its principle members, and attacked the Biol Shell under Solidus's orders.

SNAKEHOUND alias BB Corps

Founded by Liquid Ocelot, and based on the model of the FOXHOUND unit, this group of highly conditioned shock troops included Laughing Octopus, Raging Raven, Crying Wolf and Screaming Mantis. All four were victims of war, having suffered immensely at a tender age. The training they received left them with a slender grip on reality, but made them furiously relentless warriors.



INDEX

If you are looking for specific information, this alphabetical listing is just what you need. Simply search for the keyword you're wondering about, and turn to the relevant page number, which refers directly to the corresponding explanation in the guide.

Depending on how far you have already progressed in the game, be aware that the index may lead you to potential spoilers. To avoid any such premature revelations, all index entries that link to the Extras chapter are written in red. You should avoid opening this chapter at all costs until you have played through the entire game at least once.

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CREDITS

Very Special Thanks to Kojima Productions

The Complete Official Guide to Metal Gear Scilid® 4: Guys of the Patriots is a Piggyback Interactive Limited production.

KONAMI DIGITAL ENTERTAINMENT CO., LTD.

Producer:	Kenichiro Imatzumi
Assistant Producer & Guide Contributor;	Byan Payton
General Manager, Europe Business Development:	Aki Sarto.
International Product Manager:	Ayako Taleyama

KONAMI DIGITAL ENTERTAINMENT, INC.

CEO:	Kazumi Kitaue
Director of Marketing:	Rozita Tolouey
Senior Product Manager:	Patrick Dillon

PIGGYBACK INTERACTIVE LIMITED

Managing Directors:	Louie Beatty, Vincent Pargney
Editorial Director:	Mathieu Daujam
Editors:	Matthias Loges, Carsten Ostermann
Lead Author:	James Price
Co-author:	Maura Sutton
Q.A. Team & Editorial Support:	Enc Ling
Art Director:	Martin C. Schneider (Glorienschein)
Designers:	Jeanette Killmann, Cathrin Queins, Jonas Radike
Sub-Editing:	Maura Sutton
Preprint:	AlsterWerk MedienService GmbH

The Complete Official Guide to Metal Gear Solate 4: Guns of the Patriots is co-published in North America by Piggyback Interactive Limited and Prima Games, a division of Random House, Inc.

PRIMA GAMES

President:	Debra Kempker
Publishing Director:	Julie Asbury
Sales Director:	Mark Hughes

Very Special Thanks to:

Hans-Joachim Amann, Wolfgang Ebert, Christopher Heck, Hidao Kojima. Yoshi Matsuhana. Tim Vogt, Careen Yapp



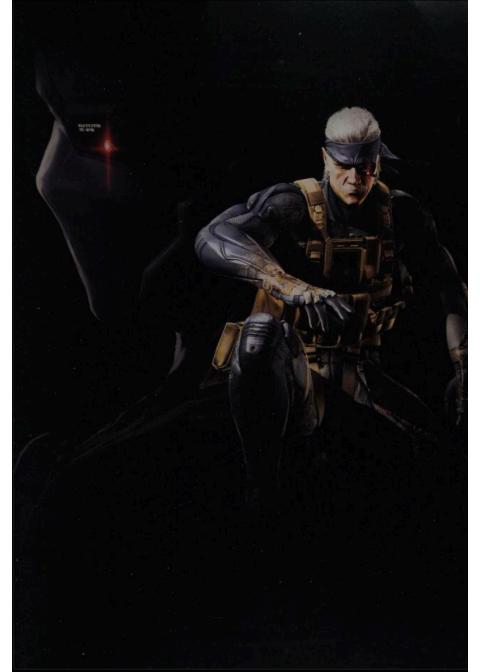
Special Thanks to:

Frank Adler: Thomas Alberneier, Carlos Addorqui, Manuel Auletta, Antoline Ballly, Markus Bösebek, Giusy Drammis, Nicolas Jona, Wollgang Eberl, Jurgen Endres, Nadrier Freier, Carlo Franchison, Roberto Ganskopt, Tobias Gleisener, Stophame Hattenberger, Ber Hatter, Amerike Pagnan, Selp, adjoint, Ribbi Kartaram, Anskje Kinschmer, Hans-Jurgen Kohre, Angela Kosia, Summitha Laight, Svettlama Librigo, Lars Murquardt, John Murphy, Kristin Ruther, Gerfaldine Som-Lucis, Schastian Schediflauer, Klaus Schendler, Uwe Seleve, Elia Siebert, Jean-Marcel Sommer, Franco Sportaivolo, Pele Stone, Sandra Liblan, Herridth van Berd, Andreas Volgt, Tosten Wedermeier.

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